The OFFICIAL guide to all the stars in Super Mario 64™, from the pros at NINTENDO POWER®

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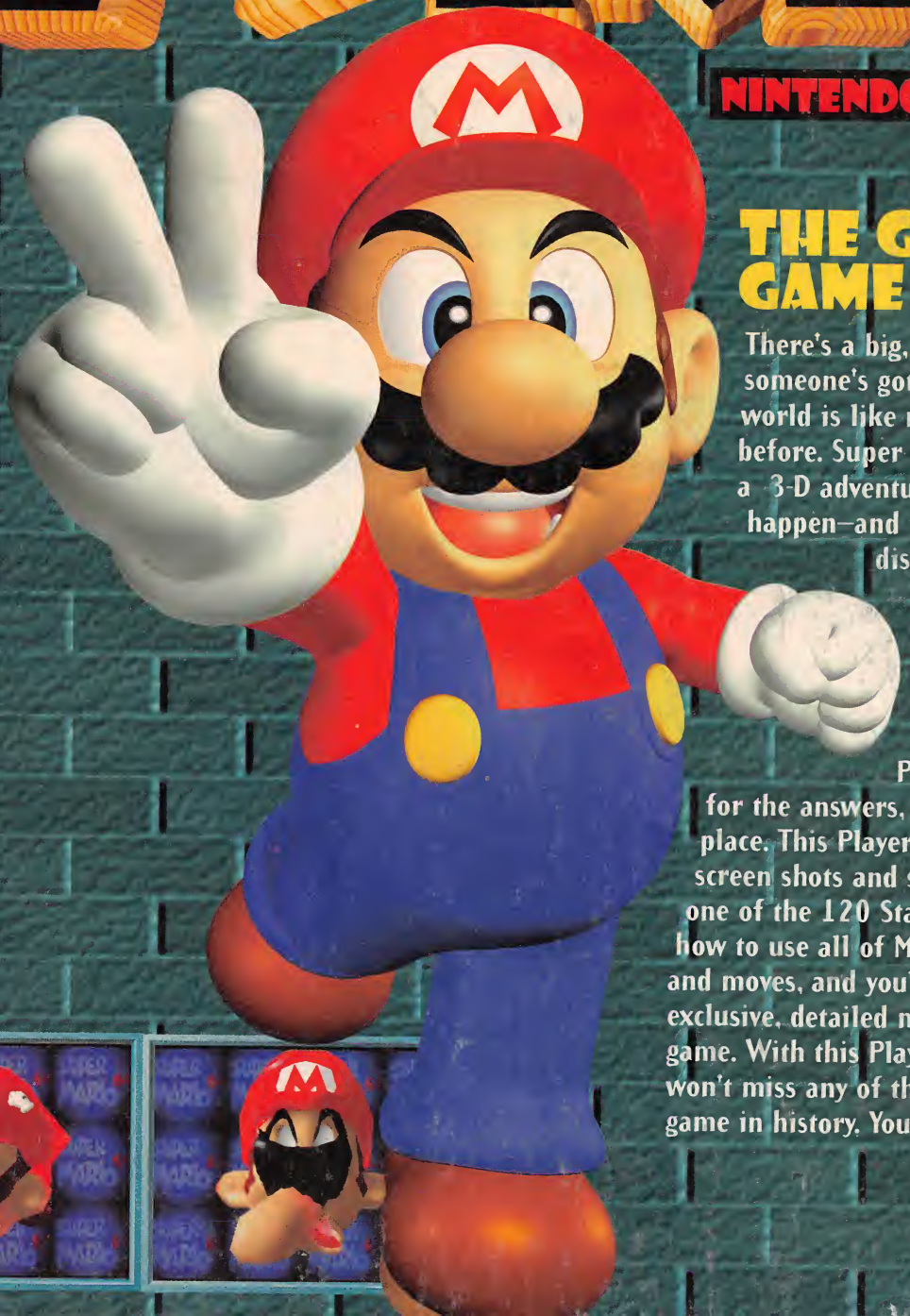
THE OFFICAL

SUPER MARIO 64™

NINTENDO PLAYER'S GUIDE



THE GREATEST GAME ON EARTH

There's a big, bad Koopa out there, and someone's got to stomp him. But this new world is like nothing you've ever seen before. Super Mario 64 plunges you into a 3-D adventure where anything might happen—and it frequently does. You'll discover oceans to swim, magic carpets to ride, deserts to explore and mountains to climb. Where do you begin? What do you do? How can you save the Princess? If you're looking for the answers, you've come to the right place. This Player's Guide includes maps, screen shots and strategies for getting every one of the 120 Stars in the game. You'll learn how to use all of Mario's special techniques and moves, and you'll see where to use them on exclusive, detailed maps taken directly from the game. With this Player's Guide in hand, you won't miss any of the magic of the best video game in history. You'll live it.

CONTENTS

SUPER MARIO 64

THE STORY OF SUPER MARIO 64.....4
MARIO IN ACTION.....6
MARIO'S ITEMS.....8
MARIO'S CAPS.....9
ENEMIES.....10
TOAD'S TIPS.....14

FIRST FLOOR & MEZZANINE 15

BOB-OMB BATTLEFIELD.....18
STARS 1-3.....20
STARS 4-6.....22
WHOMP'S FORTRESS.....24
STARS 1-3.....26
STARS 4-6.....28
JOLLY ROGER BAY.....30
STARS 1-3.....32
STARS 4-6.....34
COOL, COOL MOUNTAIN.....36
STARS 1-3.....38
STARS 4-6.....40
BOWSER IN THE DARK WORLD.....42
SECRET STARS AND CAPS.....44
100-COIN STARS PART 1.....46

THE CASTLE BASEMENT 47

BIG BOO'S HAUNT.....50
STARS 1-3.....52
STARS 4-6.....54
HAZY MAZE CAVE.....56
STARS 1-3.....58
STARS 4-6.....60
LETHAL LAVA LAND.....62
STARS 1-3.....64
STARS 4-6.....66
SHIFTING SAND LAND.....68
STARS 1-3.....70
STARS 4-6.....72
DIRE, DIRE DOCKS.....74
STARS 1-3.....76
STARS 4-6.....78
BOWSER IN THE FIRE SEA.....80
SECRET STARS AND CAPS.....82
100-COIN STARS PART 2.....84

UPPER FLOORS & TOWER 85

SNOWMAN'S LAND.....88
STARS 1-3.....90
STARS 4-6.....92
WET-DRY WORLD.....94
STARS 1-3.....96
STARS 4-6.....98
TALL, TALL MOUNTAIN.....100
STARS 1-3.....102
STARS 4-6.....104
TINY-HUGE ISLAND.....106
STARS 1-3.....108
STARS 4-6.....110
TICK TOCK CLOCK.....112
STARS 1-3.....114
STARS 4-6.....116
RAINBOW RIDE.....118
STARS 1-3.....120
STARS 4-6.....122
BOWSER IN THE SKY.....124
SECRET STARS AND CAPS.....126
100-COIN STARS PART 3.....127
THE PERFECT GAME.....128

SUPER MARIO 64™

CASTLE EMPTY! MARIO ON THE SCENE

Today, in the Mushroom Kingdom, it was discovered that Princess Peach Toadstool's castle is standing empty with no sign of the missing inhabitants. The disappearance of our beloved princess and her subjects was discovered by Mario, the heroic adventurer who has saved the nation on several occasions. According to the visitor from Brooklyn, he had been invited to the castle for a piece of cake, which Peach had just baked. The mustachioed marvel immediately began his investigation of the mystery.

Accompanied by the Lakitu Bros. from the Kingdom News Network (KNN), Mario entered the castle shortly after he arrived and heard an ominous message reverberating through the hall. "Welcome. No one's home! Now scram—and don't come back! Gwa ha ha!" Voice analysis experts reviewed the KNN tape and determined that there is a 99.99% chance that the voice belonged to Bowser, the notorious King of the Koopas.

Mario's suspicions were confirmed shortly after that when he received a message from Toad, the Mushroom Retainer. According to Toad, Bowser stole the Power Stars that protected the castle and hid them away in magical painting worlds. These worlds look like paintings from the outside, but inside, they are real, three-dimensional places, filled with mysteries and all sorts of characters, both good and bad. Peach and her subjects have been hidden away in these worlds, as well.

It is assumed that Bowser, with the power of the Stars at his disposal, intends to extend his reach over the real world. Top experts at Mushroom University in the department of Evil-Villains-Who-Plot-To-Rule-The-World disagree on the means that the Koopa King will take to enslave us all. One school of thought believes that Bowser will turn Peach and her entourage into a sort of zombie army, then let them loose on our world. A competing theory suggests that Bowser will simply extend his painting worlds so that they encompass all of reality.

While the debate wears on, it seems that only Mario is ready to step in and take action. After receiving Toad's message, he and the KNN eyewitness news team moved into a room where they discovered a giant painting of Bob-ombs. The hero warmed up for his mission, demonstrating remarkable moves such as a Backward Somersault, a Long Jump and a Triple Jump, then he sprinted around the room, tiptoed up the stairs, looked all around and jumped cleanly through the canvas with hardly a ripple, followed by the brave camera crew. After several minutes, Mario and the news crew popped back out of the painting. Mario had won a Star from the Big Bob-omb, but many more Power Stars remain hidden.

Clearly, the future of the Mushroom Kingdom lies in the balance. If we are ever to see Peach again, it will be because of the selfless courage and superhuman efforts of Mario. May the luck of the stars be with him.

MARIO IN ACTION

Mario has more moves than ever and you'll have to master them all if you hope to save Peach and her people. Practice these moves until you can perform them in your sleep.

BASIC MOVES

WALKING & RUNNING

Mario walks when you push the Control Stick in any direction. The speed of his motion depends on how far you push the stick. If you push the stick as far as it will go, Mario runs. If you barely touch it, Mario tiptoes. The direction you push the Control Stick will always turn Mario in that direction, so forward, backward and sideways are relative directions on the Control Stick. It all depends on your camera view and current direction.

CRAWLING

At times, Mario will want to get on his hands and knees and crawl. This motion is most useful on slopes like those in the Sunken Ship or on the roof of Big Boo's Mansion. Push and hold the Z Button and use the Control Stick for direction and speed.

SWIMMING

Mario has mastered two strokes. Push the A Button repeatedly to perform the

Breast Stroke, which is the fastest stroke. If you press and hold the A Button, Mario uses the Kick Stroke. Although slower than the Breast Stroke, Mario has greater control underwater with the Kick.

FLIGHT

Once you have the Wing Cap, Mario can fly to many destinations. The most important skill is learning to take off. If you don't launch Mario out of a cannon, you'll have to jump three times in a row to take to the air while wearing the Wing Cap. Your flight controls work differently than walking controls. Pushing forward on the Control Stick forces you downward, while Mario gains altitude when you pull back on the stick. Push the Z Button to drop out of flight mode.

SLIDING

Mario slides on many slopes including those made of ice, wood, stone and grass. You'll gain speed by pushing forward on the Control Stick and reduce speed by pulling back on the Control Stick. Push the A Button to jump out of a slide and land on Mario's feet.

SHELL RIDE

If Mario hits a Koopa, he can grab its shell and zip around. While riding a

Shiny Shell, Mario can zip up slopes, run over minor enemies, and collect lots of coins. You'll fall off the shell if you hit a solid object.

MOTION STUDIES

JUMP ANGLES

Sometimes it can be difficult to know which direction Mario will jump when he is holding on to a pole or tree. Here's a simple rule to remember: Mario always jumps off things in the direction that his back is facing.

SHADOWS

While he's in the air, it can be tough to know where Mario is in relation to the ground. The trick here is to look at

his round shadow. This technique is useful when stomping.

HANDSTANDS

When Mario reaches the tops of trees and poles, he can do an impressive stunt. When you reach the top of the pole or tree and push forward on the Control Stick again, Mario will pull himself into a Handstand.

MARIO FIGHTS BACK

PUNCHING

Mario's most basic defense and offense is the patented Plumber's Punch. Just push the B Button when facing toward an enemy or object.

STOMPING

The basic stomp works on minor enemies such as Goombas, but be careful when attempting to stomp new enemies. To stomp, just jump using the A Button and land on top of the enemy.

POUND THE GROUND

This powerful stomp move can pound enemies into submission, crack stone blocks, and even drive posts into the ground. It's one of the most useful moves in the game. To perform the Pound the Ground move, jump into the air using the A Button, then hit the Z Button while still in the air. Mario will smash down with super force.

SLIDE KICK

To use the Slide Kick, run toward an enemy and push the A Button. Mario will throw himself forward with his fists thrust out. This is a powerful attack, but it's mainly in spacious areas.

JUMP KICK

If you push the B Button while Mario is in the air, he kicks forward. This move can be used as an attack and for knocking things down.

SWEEP KICK

Push and hold the Z Button to crouch, then press the B Button to perform the Sweep Kick or Trip. You'll have a better chance of hitting your foe than with a punch.

JUMPING TO IT

LONG JUMP

You can jump over wide gaps using the Long Jump technique. Run toward your jump off point, push the Z Button, then push the A Button to jump. Mario will travel an extra long distance. This is a critical skill, so master it early.

TRIPLE JUMP

With the Triple Jump, Mario can reach higher and jump farther. You perform it just like it sounds. Run and jump by pushing the A Button, then push the A Button again as soon as you land. When Mario comes down the second time, push A one last time to achieve extra distance and height.

WALL JUMP

In certain narrow places, Mario can't run and jump. Instead, he can get an extra boost by making a second jump off a nearby wall. Mario's first jump should take him up the wall. As soon as you touch the wall, push the A Button again to kick off and up. You can control the direction that you come off the wall by pushing the Control Stick in the direction that you want Mario to go.

BACKWARD SOMERSAULT

This may be the most useful jump to master early. Stand with your back to the place where you want to jump. Push and hold the Z Button then push the A Button to jump. Mario will jump very high and flip over backwards to land on his feet.

SIDE SOMERSAULT

The Side Somersault also results in a high jump, but it is harder to perform than a Backward Somersault. Run forward, then turn sharply around and push the A Button. Mario will perform a high, round off at a right angle to the direction in which you were running.

MARIO'S ITEMS

Mario must make use of whatever he can to save Peach and the Mushroom Kingdom. Some items heal while other items give Mario special powers or extra Stars. You may not need them all, but then again, you may.

COINS

YELLOW COIN

The most commonly found coins in the game are Yellow Coins. Each coin has a value of one when you're collecting 100 coins for an extra Star.

BLUE COIN

Blue Coins, often found by pounding Blue Switches, are worth five coin points. Like all coins, the Blue Coins also help heal Mario if he is hurt.

RED COIN

Eight Red Coins are scattered through most stages of the game. They are worth two coin points each. If you collect all eight, you get a Star.

OTHER ITEMS

SPINNING HEART

If Mario's Power Meter is showing, it means that he can use some healing. Run through a Spinning Heart to heal up.

1-UP MUSHROOM

Some 1-up Mushrooms pop out of boxes and other places then scoot away quickly, but other 1-up Mushrooms sit quietly waiting for Mario.

SHINY SHELL

You can find Shiny Shells or you can stomp on a Koopa to take its shell. Mario can ride on the shell, crossing water and zipping up slopes.

! BOX

These boxes contain all sorts of surprises, including 1-up Mushrooms and Stars. Never leave an ! Box unopened!

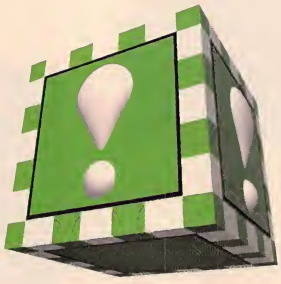
MARIO'S CAPS

Mario dons three types of special caps during his adventure. Once a colored cap switch has been activated, all blocks of that color throughout the game turn solid and Mario can retrieve caps from inside.

RED
WING

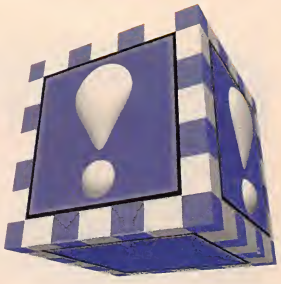
The Wing Cap allows Mario to glide through the air, but only for a limited time. Practice your flying skills so that you can collect items in the air.

GREEN
METAL



The Metal Cap turns Mario into a man of steel. Metal Mario can walk through curents, and poison fumes have no effect on him.

BLUE
VANISH



The Vanish Cap turns Mario into an invisible cloud of particles that can pass through wire mesh. Enemies can't hit you while you're wearing this cap.

CAP-NAPPERS

Several baddies in the game make a habit of stealing Mario's cap. Mario takes more damage per hit when his cap is missing. Luckily, you can retrieve your cap from the napper.

KLEPTO

Klepto, the vulture, swoops down and flies off with Mario's cap. To get the hat back, climb the tower and jump up to kick Klepto.

SNOWMAN

If you lose your cap in Snowman's Land, you can find it again with this frosty fiend. Run around him in tight circles to get the hat back.

UKKIKI

Once Ukkiki, the monkey, grabs Mario's cap, he'll jump all around. You'll have to catch him by anticipating where he will land.

ENEMIES

Bowser's paintings hold more than the lost Mushroomites. They contain dozens of Bowser's pals, as well. You may have met many of them before, but they have all-new attacks. Luckily, Mario has all the right moves.

JUMP

GOOMBA

The familiar Goombas are mushrooms that have gone bad. They close in on Mario, often in groups of two or three. Jump on them or hit them for a quick victory.

BOOKEND

These volumes of villainy fly off the bookshelves in Big Boo's Haunt, wounding Mario with nasty paper cuts. When you see the Bookend, jump toward it and stomp.

SWOOP

These flying rats in the Hazy Maze won't give you rabies, but they will drive you batty. You can jump on them, but the best attack is to wear the Metal Cap and run right through them.

FLY GUY

These flying fiends may look like Shy Guys, but they aren't shy about swooping down on Mario. They are as pesky as flies, but they don't wander far from their home turf. If you jump on their heads, Mario will jump high and spin away.

SPINDRIFT

This unusual critter floats about in several levels. It packs quite a punch, but it can't take a punch. If you jump on a Spindrift, Mario will fly upward from the spinning propeller and continue spinning in the air for some time. Use Spindrifts to launch Mario to new locations.

JUMP

SKEETER

Like a giant water-skimmer, the Skeeter won't go under the surface, at least not on its own. The best way to put it under, though, is to use a regular Jump attack or a punch.

LAKITU

Not all Lakitus carry a camera and follow Mario around. You'll also run into a more traditional Lakitu who drops a Spiny on your head, given half a chance. Watch his shadow, then jump up and hit him when he gets too close. You'll be rewarded with five coins, but it isn't easy.

SCUTTLE BUG

Once the Scuttle Bug sees Mario, it will rush to the attack. Although it can't do much damage to Mario with a single attack, if you ignore it and let it come at you several times, you may regret it. A simple stomp will defeat the bug, and you'll earn three coins for the effort.

POUND

WHOMP

The sight of Mario so infuriates Whomps that they hurl themselves on the ground. While they're down, hop onto their backs using the Pound the Ground stomp attack.

BOO BUDDY

Don't get scared, get hopping. Face away from the Boo and use the Pound the Ground attack when it is close to you.

MONEY BAGS

This bad bag pops out of the snow and hops after you. Chase it down and use the Pound the Ground attack. You'll win five coins for your effort.

THROW

BOB-OMB

Bob-ombs have short fuses, but you can put one out by grabbing it from behind using the B Button. Push the B Button a second time to throw the explosive character.

CHUCKYA

Chuckya will chuck Mario if he falls into its grasp. Turn the tables and run around behind it. Grab Chuckya using the B Button and throw it for a load of coins.

SPIN

MR. I.

Take this peeper for a spin. When Mario runs quickly around Mr. I., the foolish monster tries to spin around to keep an eye on him. After several quick rotations, Mr. I. will wind up spinning himself out of existence, leaving a nice Blue Coin behind. You'll find Mr. I. in many locations, but you'll defeat all of them the same way.

MR. BLIZZARD

In Snowman's Land, Mr. Blizzard loves a friendly snowball fight, but Mario doesn't have time for snowballs. Run around Mr. Blizzard in tight circles, just like you ran around Mr. I. The snowman will wobble, then fall over and cough up a coin before he melts away. That's giving him the cold shoulder!

RUN

BULLET BILL

It wouldn't be a Mario game without Bullet Bill. Although you can stomp a Bill, you won't get anything.

TOX BOX

These boxes roll slowly along predetermined paths. Your job is to avoid getting squashed. Don't even try to attack them. Just look for your opening and run on by.

UNAGI

The giant eel, Unagi, lives in Jolly Roger Bay. You can play with it and take the star from its tail, but you can't defeat it.

SPINDEL & GRINDEL

These guardians of the inner pyramid can hurt you or help you. Spindel rolls over any intruders who don't scamper out of the way, but if you jump on Grindel, you'll get a lift.

BUB & BUBBA

These two funky fish are nobody's catch of the day. Bub is one cool koi while his big brother, Bubba, rules the deep. Mario is just passing through their watery world and would do well to avoid them altogether.

MAD PIANO

This baby grand can't beat the band, but it can beat Mario. Just stay away from its smashing lid and biting keys. With a lot of effort, you can beat the piano, but you won't get anything for doing so.

RUN

AMP

You'll get a charge out of this enemy—that is if you get too close. Not much can short-circuit his shocking attack. Keep on movin' on.

THWOMP

You can ride on its head, but you don't want to get stomped by this stone.

CHAIN CHOMP

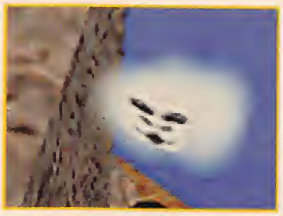
Chain Chomp will take a huge bite out of anyone it doesn't like, and it doesn't like anyone. Approach it only when you need to retrieve the Star behind the gate and take the Red Coin.

SUSHI

You won't want to get too close to Sushi the shark, either. He prowls continuously, hungry for heroes.

FWOOSH

On the Tall, Tall Mountain, Fwoosh will huff and puff and blow your hat off.



KLEPTO

Klepto has a thing for hats, and Mario's famous red cap is no exception. Kick or punch him to get your hat back.

HEAVE-HO

Heave-Ho lives up to its name whenever you step on its flipper. You can reach new heights, but it can be dangerous.

PUNCH/KICK

PIRANHA PLANT

Piranha Plants spend most of their time snoozing in the sun. If you tiptoe up to them, they won't notice a thing. Use this sneaky approach to get close, then use the Punch attack to pluck them and earn a Blue Coin.

SNUFIT

Like their cousins, the Snifits, the Snufits hide behind masks. Jump in the air and kick them or punch them if they are close to the ground.

POKEY

The tall, desert cactus may look as tough as Clint Eastwood, but it has a tender belly. Poke a fist at the lowest section of Pokey to knock it out, then wear him down.

TOAD'S TOP TIPS

What does it take to be a champion in Super Mario 64?

Actually, there are many ways to measure your success. In most areas, you can find six Stars plus an extra Star if you collect 100 coins. There are 120 Stars in the game, but you don't have to collect them all to reach every area or defeat Bowser. Your ultimate goal, of course, is to free Princess Peach by defeating Bowser. In fact, you'll have to defeat Bowser three different times. After the third Bowser battle, you'll see the ending sequence and the game credits, but you can continue playing from your saved files, searching for all the Stars, coins and other secrets that you missed. If you do manage to find all of the Stars, you'll receive a surprise after you bludgeon Bowser. Super Mario 64 is an open game that allows for lots of freedom. Use your imagination, explore the worlds and have fun.

STAR SEARCH

In this Player's Guide, you will learn the easiest way to get all of the Stars in the game, but there may be alternative ways of reaching some Stars that are not covered. In fact, some particularly creative techniques for retrieving Stars weren't included in the book. Once you've mastered the methods described here, you might want to try going through the game, setting new challenges for yourself.

REQUIRED READING

One of the useful features of this Player's Guide is the listing of requirements for getting into some stages. In order to collect some Stars, you may have to complete other stages first, retrieve a particular Star or number of Stars, or have a special cap available to you. If you meet the requirement that's listed next to the name of the stage, you won't have any trouble getting the Star in that stage.

A CANDID CAMERA

Super Mario 64 gives you so much freedom that you can even set your own viewing angles. Gone are the days of viewing the action from a single angle. Think of it like this: there's a camera shooting the action in the game, which can zoom out, rotate around the central actor (Mario), or follow along behind him. To get the best angle on the action, the director (you) gets to call the shots. In some areas, a side view shows the action best while in other areas you might find that a view from behind Mario shows you where to go. If you can't see clearly where you want to go, try moving the camera using the yellow C Buttons on the Controller. In some places, such as under ledges and close to walls, you may find that the camera seems to get stuck occasionally. To "unstick" the camera, try shifting it from the Lakitu to Mario view by pushing the R Button. If that doesn't work, try turning Mario around so that he's looking in another direction.

FIRST FLOOR
AND
MEZZANINE

FIRST FLOOR AND MEZZANINE

Mario's greatest rescue attempt begins on the first floor of Peach's castle. Here, you'll have a choice between a door on the left that leads to the Bob-omb Battlefield or the two doors beneath the stairway that won't lead you to anything until later in the game. Go for the Bob-ombs. You'll soon learn that the power of the Stars will open many other doors.

1 COURSE BOB-OMB BATTLEFIELD

Here in the Battlefield, Mario earns his first Star of the game, but that's not all. Most areas contain multiple Stars, and the B-O Battlefield is no exception. After defusing the Big Bob-omb, Mario will soar to new heights.

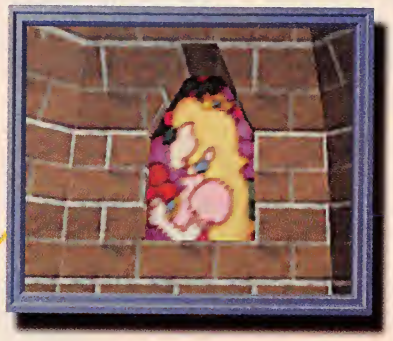
TOWER OF THE WING CAP

Once Mario has earned ten Stars, he can warp to the Tower of the Wing Cap. Stand on the sun symbol on the floor of the castle's main hall and look up using the C Button. Once you've hit the Red Switch, you can get the Wing Cap elsewhere in the game.

BOWSER IN THE DARK WORLD

With ten Stars in hand, Mario can challenge Bowser for the first time. The door with the big star symbol leads to the first showdown. If you collect all the Red Coins in this area, you can get an extra Star. But your main goal is to defeat Bowser and earn a key.

THE PRINCESS'S SECRET SLIDE



Take a ride on the Princess's slide. In the room at the top of the stairs, to the right, you'll find a chamber with windows of stained glass. Jump through the right window and race down the slide, collecting the coins along the way to earn a Star.

2 COURSE WHOMP'S FORTRESS

The Whomp King looks and sounds like a great slab of brimstone, and he doesn't take kindly to strangers who walk all over stones. His castle contains seven Stars (including the 100-Coin Star) You only need one Star in order to enter the King's domain.

4 COURSE COOL, COOL, MOUNTAIN

Penguins and snowmen call this frosty world home. Mario can collect seven Stars here, but it won't be easy. He'll have to race a penguin, make some incredible jumps, and reunite a snowman's body with its head. You'll need three Stars to enter this world.

3 COURSE JOLLY ROGER BAY

To the far right of the castle's main hall, you'll find the three-Star entrance to Jolly Roger Bay and the sunken pirate ship. Mario will have to hold his breath and swim with a giant eel to collect the Stars in this sea grotto.

1 COURSE BOB-OMB BATTLEFIELD

The Bob-omb Battlefield is a world of contrasts. Bob-ombs criss-cross the battlefield looking for reasons to blow themselves up, while pink Bob-omb Buddies offer sage advice.

When you collect the coins around this flower bed, a 1-up will appear.

WARP

A DOOR SWITCH

If Mario runs down beneath the bridge that crosses over to the mountain, he will discover a Purple Switch. The gate in front of Mario will open up if he stands on the switch. Be sure that you grab the Red Coin, which you'll also find down here. Once you've collected all eight Red Coins, you'll get a Star. The space beneath the bridge may not be difficult to reach, but it can be overlooked easily.

START

FRONT VIEW

B WATER BOMBS

Watch out for shadows that appear suddenly near Mario. Giant, bouncing water balloons of water rain down from the sky in the areas marked on the map. If Mario is doused, he'll take damage. You can restore Mario's health by collecting coins if you're hit.

C CHAIN CHOMP

Chain Chomp chomps at the bit, hoping to take a bite out of Mario. Only the strong chain keeps him at bay. It's just short enough to allow Mario passage either in front of Chomp or behind it. It is strongly recommended that you not stop to feed this iron-jawed guardian since you are likely to become the meal. There are only two times when you should tempt fate: when you take the Red Coin over the post and when you free Chomp to reach the Star.

D BOWLING FOR HEROES

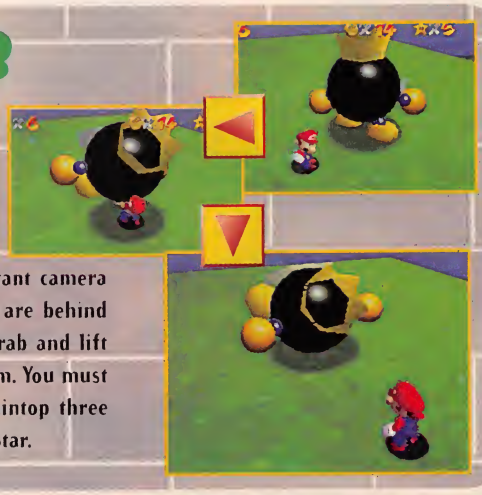
Mario won't be able just to stroll up the mountain path leading to the Big Bob-omb. It's like a bowling alley there, and Mario is the headpin. At the bottom of the trail, balls roll back and forth. Dodge the balls by staying to the left and running right by them. You might have to jump to miss the final ball. Once on the spiral path, still more balls roll down toward Mario. Again, stay to the inside and jump up and forward when a ball approaches. In places, you can run along the grassy shoulder of the path to avoid taking a strike.

1 BIG BOB-OMB ON THE SUMMIT

Mario's first task is to reach the top of the mountain and throw the Big Bob-omb around until he relinquishes his Star. Reaching the mountaintop entails dodging Chain Chomp, stomping Goombas, and avoiding Bob-ombs and rolling balls. The fastest path is right in front of you, over the wooden bridge, past Chomp, over the tilting bridge, across the grass to the stone bridge, through the iron gates, then up the ball-infested mountain path. Mario can warp from the lower cave on the mountain to the upper cave if he stands against the back wall.

BIG BOB-OMB

When you first reach the top of the mountain, you'll talk to the blustering, short-fused Big Bob-omb. His bark turns out to be bigger than his bang. Stand at a distance and let the big bragger run at you, then circle around behind him. Use a distant camera position (C▼) for the best view. When you are behind the Big Bob-omb, press the B Button to grab and lift him. Press the B Button again to throw him. You must toss him to the royal turf on the mountaintop three times before he fizzles and gives you the Star.

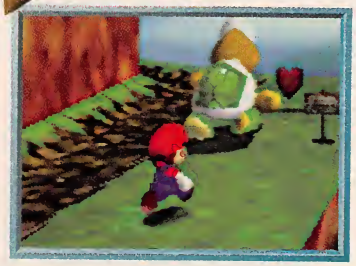


3 SHOOT TO THE ISLAND IN THE SKY

REQUIREMENT: STAR #1

To collect this Star, Mario must fly out of a cannon and land on the floating island in the sky. It's not as dangerous as it sounds. First, talk to the Bob-omb Buddy closest to the cannon tile where you enter the Bob-omb Battlefield. Your pink pal instructs you how to shoot Mario from cannons, then it activates them for you. Climb into the cannon on the mountainside, aim at the spot on the cloud shown in the photo on the facing page, then shoot to the flying island.

2 FOOTRACE WITH KOOPA THE QUICK



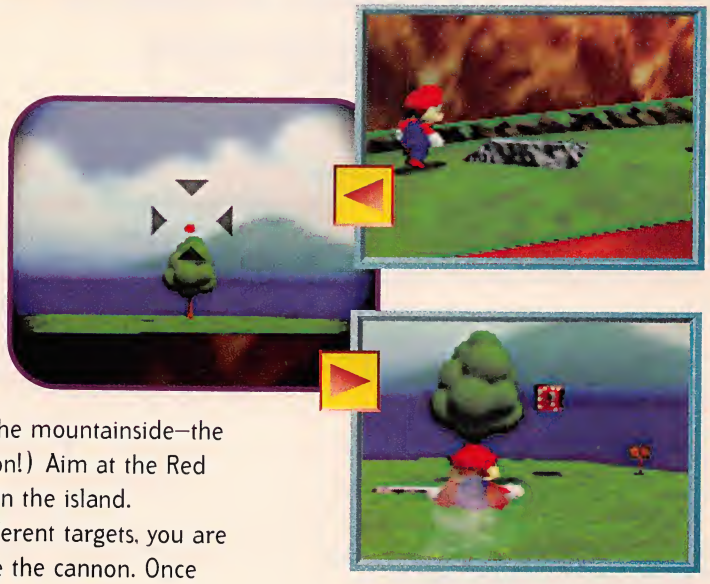
REQUIREMENT: STAR #1

Koopa the Quick thinks he's just about the swiftest thing in town, but Mario has his number. This race turns out to be a simple sprint up the mountain to the flagpole. The most direct route is the best. Koopa the Quick tries to outsmart you by taking a shortcut, but Mario can outrun him, taking the route past Chomp and on up the mountain. Keep up your speed and don't stop to stomp. You can pop into the warp in the mountain cave to shave off a few more seconds. KQ won't have a chance.

KOOPA THE QUICK

You need a sound strategy to beat this trendy turtle. Run at full speed over the wooden bridge and skirt Chomp's area near the cliff fence. Head straight over the tilting bridge and cut through the gate, then continue up the mountain trail. If Mario runs the entire distance, he should win by a mile.

ISLAND GETAWAY



You have a choice of four cannons when you attempt to become a human missile and blast your way to the floating island. The easiest shot is from the second cannon on the mountainside—the one farthest up the path. (Don't try the Water Bomb cannon!) Aim at the Red Coin above the tree on the floating island and you'll land on the island. Although you can sight through the cannon and aim at different targets, you are limited to the one camera perspective, which is from inside the cannon. Once you're on the island, hit the Yellow Block to get the Star.

FIND THE EIGHT RED COINS

REQUIREMENT: STAR #1

Use the overworld map of the Bob-omb Battlefield and these close-ups to track down the eight Red Coins. Jump to the rotating platform for the first coin, then run and jump up the dark stone to get the second. Move in behind Chomp after it has stretched its chain to get the third coin. The fourth and fifth coins are guarded only by a few Goombas. No problem. The sixth coin is hidden under the stone bridge. The seventh coin is on the slope of the mountain beyond the shoulder where you find the first cannon. Slide down the slope to get the coin. The final coin is on the floating island. Use the cannon to reach it. Climb the tree and jump or do a handstand to get the coin. The Star will then appear between the four wooden posts. Remember, though, that before going after the eight Red Coins, you have to defeat the Big Bob-omb.

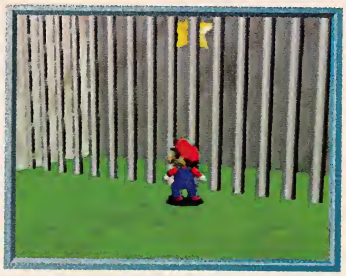
MARIO WINGS TO THE SKY

Flying with the Wing Cap takes practice and patience. Use slight Controller motions rather than exaggerated motions. Make as many passes as you need—just don't exit the area or let Mario expire.

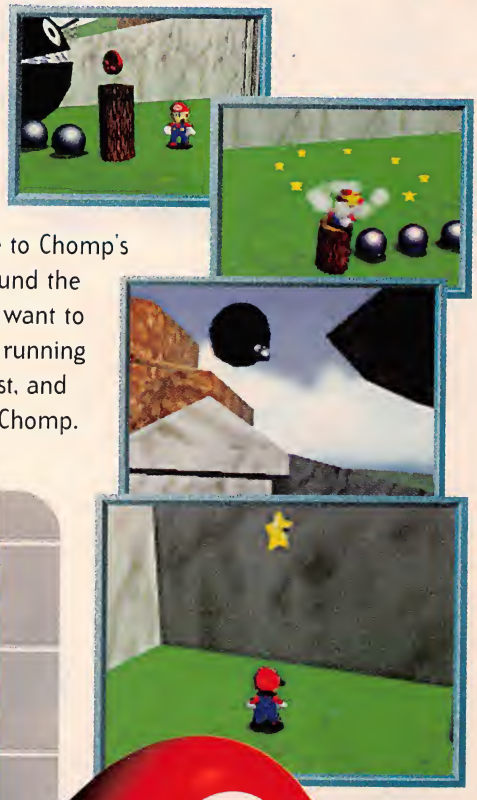
REQUIREMENT: WING CAP

Once you've collected the Wing Cap from the Tower of the Wing Cap back in the main hall of the castle (see page 45), you can soar with the skill of a bird. In this Star search, you'll use your newfound talent to fly through the center of five coin rings. Each time Mario passes through the middle of a coin ring, a number will appear. You must pass through all five before leaving the area in order to make the Star appear. To begin, Mario must be on the floating island in the sky. (Use the second cannon on the mountain to reach the island.) Blast off from the cannon on the floating island while aiming at the first coin ring. The other rings will appear when you fly close to them.

6 BEHIND CHAIN CHOMP'S GATE



Chain Chomp guards its Star jealously, but it's the steel gate that really keeps Mario locked out. You might think that the Purple Switch under the stone bridge would activate the gate to Chomp's House, but it doesn't. Instead, you'll have to pound the post to which Chomp's chain is attached if you want to reach the Star. Distract the mighty muncher by running past him, then dodge inside, jump onto the post, and perform a Pound the Ground move to release Chomp.



CHAIN CHOMP

You should have no trouble predicting Chain Chomp's behavior. It lunges at you to the length of its chain, then rests for a few seconds before coming after you again. The truly brave hero will release Chomp! Use the Pound the Ground stomp three times on the wooden post that tethers Chomp. The ball-that-bites will fly away, and the gate will open, giving Mario access to the Star.

ONE-SHOT FLYING

Mario can spend hours tring to swoop through all five coin rings in order to activate the Star, or he can use the hands-off approach and accomplish his goal in about five seconds. If you aim directly at the center coin in the first coin ring, once you launch Mario from the cannon, he will pass through all five rings in perfect position. Once Mario is in the air, don't steer him at all.

2 COURSE WHOMP'S FORTRESS

The Whomp King can't abide people who trample over innocent stones, or worse, chisel them into stairs and building blocks. To the King, Mario looks like a prime offender. As for our hero, the six Stars in Whomp's Fortress will keep him jumping, stomping, sliding and tiptoeing past danger.

The flagpole behind the tower holds a surprise. If you climb up the pole, you'll find a 1-up mushroom.

A SLEEPY PLANTS

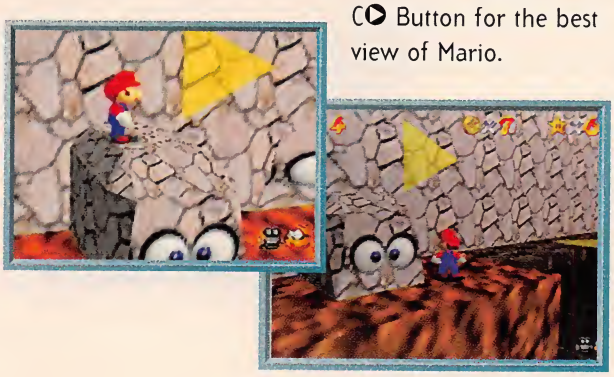
Piranha Plants have always been a thorn in Mario's side, but it's easy to pluck these overgrown petunias. The snoozing Piranha Plant in the lower flower bed is hiding a secret. If you throw the cube at it, it will cough up a Blue Coin. The Piranha Plants farther up the castle are snoring so loudly that they can't hear Mario if he walks by slowly. Tiptoe through the tulips so you won't have to fight for your life.

C BLUE THWOMP

Two big blue Thwomps inhabit Whomp's domain. You can avoid the first Thwomp altogether if you jump up to the step from the side. You'll also have to dodge beneath the second Thwomp and then jump on its head to reach a Red Coin. Your camera angle should be from the side when you reach the Thwomps. In fact, you'll probably want to shift the view by pushing C◔ when you head up the path from the grassy area.

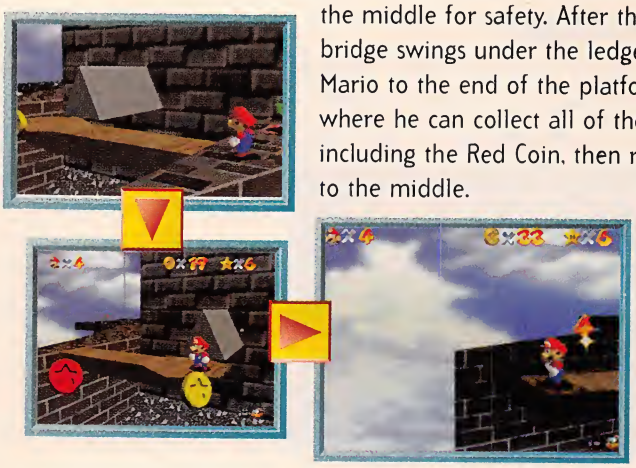
B PUSHY WALLS

As you head up to the castle, three sections of the wall suddenly thrust out, trying to knock Mario off his chosen path. The best method for getting past these pushy panels is to jump on top of them and then down to the safe spot between them. The second section of wall has a Red Coin above it, so you can collect it when you hop to the top. You can also run past the sections of wall when they are inside the cliff. In either case, push the C◔ Button for the best view of Mario.



D PIVOT POINT

Mario might get dizzy from riding on this rotating bridge, but the payoff is worth it. The bridge swings around a central platform and passes beneath a ledge that will knock Mario clean off if you aren't careful. When it touches either side of the chasm, the bridge stops momentarily so that Mario can step on or off. When you first step onto the bridge, move quickly to the middle for safety. After the bridge swings under the ledge, move Mario to the end of the platform where he can collect all of the coins, including the Red Coin, then return to the middle.



1 CHIP OFF WHOMP'S BLOCK

This hard-headed king of the Whomps splutters and fumes when Mario reaches his lofty perch to challenge him for his Star. The real challenge lies in reaching the heights of the castle. After the Thwomps, Piranha Plants, and rotating bridge, Mario runs into two minor Whomps and an elevator that flips its platform at the top of the rise. You don't have to stomp the Whomps, but it's good practice for the upcoming battle with the King. From the elevators, leap off to the castle just as you come even with the lip of the platform. If you pound the King, you'll win his Star.

WHOMP KING

When you reach the Whomp King, send Mario in to talk. After blustering on about how abused he is, the Whomp King tries to crush Mario. It's an easy matter to run out of harm's way, however. When the King is flat on his face, perform a Pound the Ground stomp on his back. Repeat this move three times to win the Star. Use a distant camera view (C▼) and try to keep the King near the center of the battlefield so that you don't slide over the edge of the platform.

2 TO THE TOP OF THE FORTRESS

REQUIREMENT: STAR #1

It's a good thing that Mario has never been afraid of heights, because the second Star in Whomp's Fortress is hidden away on the top tower. After riding the elevator up to the level where you stomped the Whomp King, you'll find a few changes.

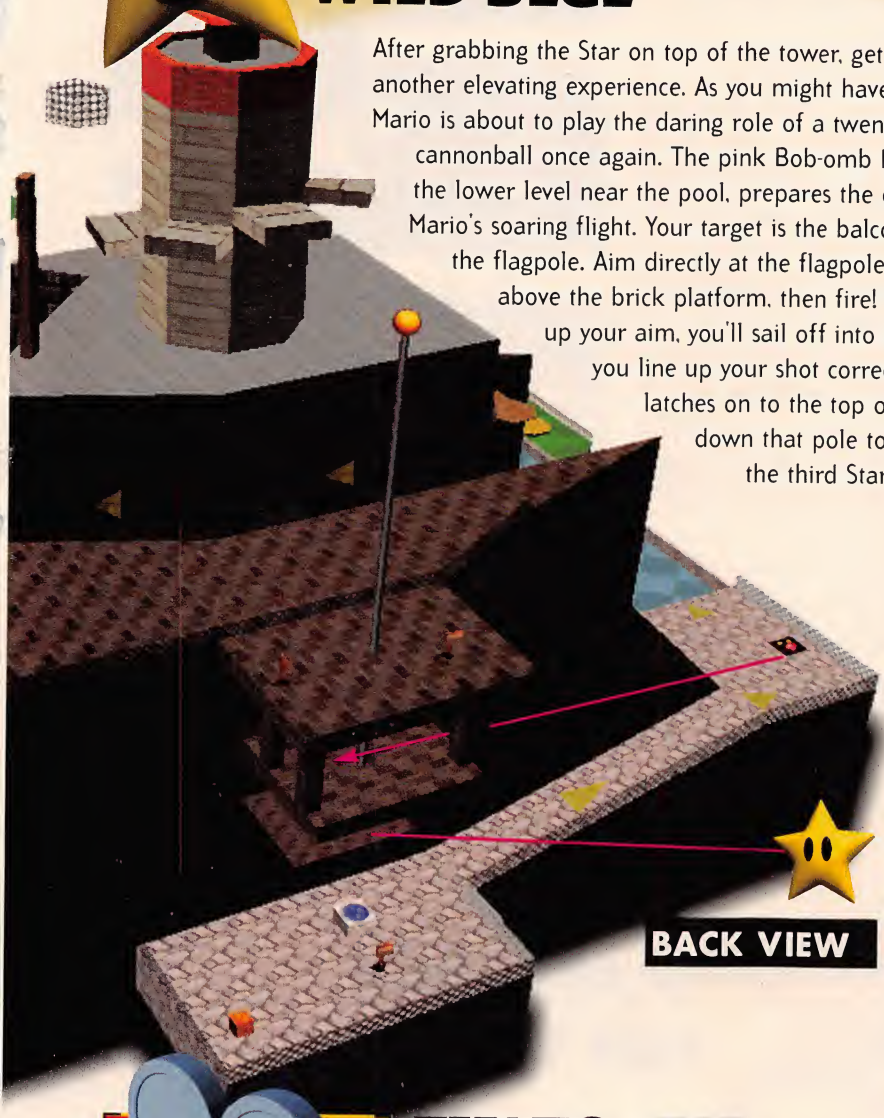
A tower with a spiraling stairway of platforms will now stand at the center of the area. Some of the platforms move in and out of the tower. Mario must jump from one platform to the next to reach the pinnacle where he will find the Star. Once on top, run around the small building to find the prize.

BULLET BILL

Biting a bullet won't do Mario any good, nor will kicking or stomping one. The Bullet Bills on the tower can be defeated, but you won't win anything from them. It's best to just leave them alone.

3 SHOOT INTO THE WILD BLUE

After grabbing the Star on top of the tower, get set for another elevating experience. As you might have guessed, Mario is about to play the daring role of a twenty-pound cannonball once again. The pink Bob-omb Buddy, on the lower level near the pool, prepares the cannon for Mario's soaring flight. Your target is the balcony below the flagpole. Aim directly at the flagpole, slightly above the brick platform, then fire! If you mess up your aim, you'll sail off into the blue and have to start over. But if you line up your shot correctly, Mario screams through the air and latches on to the top of another pole on the balcony. Slide down that pole to the lower level where Mario will find the third Star.



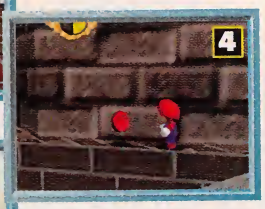
BACK VIEW

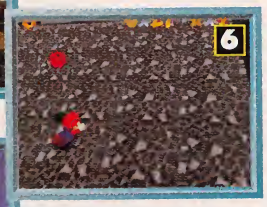
FLY TO THE SOUTH POLE

Once Mario drops into the cannon, your view switches to inside the barrel, looking out. You can swing the gun around to scope out possible targets, raising the barrel and moving it from left to right. To reach the lower pole in this area, aim directly at the tall flagpole and line up the side arrows of the sight with the top of the brick platform. You can't miss!

4 RED COINS ON THE FLOATING ISLE

One red cent won't do you much good, but eight Red Coins will earn you a Star in Whomp's Fortress. You can hop up to a Red Coin on the path leading to the Thwomps. The second coin floats above the second Thwomp. From the stair above it, jump to the top of the Thwomp, then jump to get the coin. (Use the side camera view.) The third and fourth coins are near the Piranha Plants. Stand on the end of the rotating bridge to capture the fifth coin and slide down the slope below that bridge or triple jump up from below to get coin number six. The last two Red Coins are on the floating islands. Mario can punch and kick the wooden beam to form a bridge to the nearest island. Use the B Button to punch the beam. Then, as it sways toward the island, jump and kick it again to knock the beam over, forming a bridge. The Star appears down by the flower beds.





6 BLAST AWAY THE WALL

Mario doesn't have to wail at this wall, but he does have to whale it. Climb back in the cannon, aim at the corner of the brick wall near the rotating bridge, and blast away. Cunningly concealed in that corner is the sixth Star in Whomp's Fortress. Once you reveal the Star, you have a choice of two methods to retrieve it. Return to the top and step off the end of the wall or use the cannon to blast back up to the Star.

5 FALL ONTO THE CAGED ISLAND

REQUIREMENTS: STARS #1 AND #2

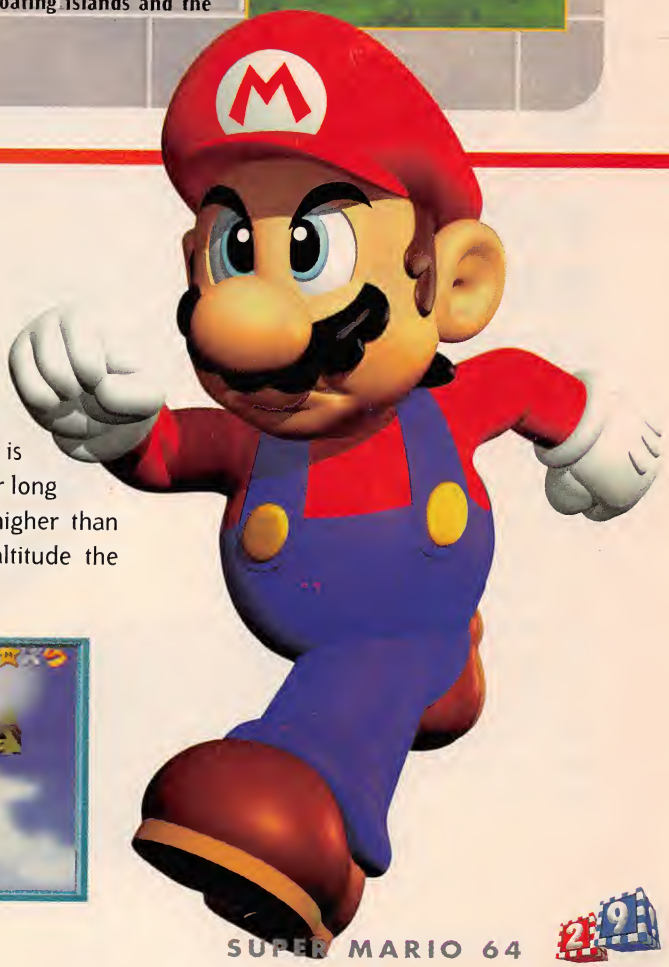
In your quest to fetch the fifth Star, Mario must catch an owl and hold on as the bird flies above the floating cage where the Star is stored. First off, flush Hoot the owl out of the tree in the garden area. Climb the tree to make Hoot fly out and begin circling around. Mario can catch the bird by jumping when its shadow passes directly overhead. If you hold the A Button, Mario will be carried aloft by his feathered friend. You can guide the bird with gentle nudges of the Control Stick. Head for the floating cage. When you see your shadow on the cage, release the A Button to drop in and claim the Star.

HOOT THE OWL

Hoot the owl has been roosting in the tree at the base of Whomp's Fortress. If you disturb him, Hoot flies about in circles. You can hitch a ride with this raptor by jumping when his shadow passes overhead. The trick is to keep holding the A Button so that Mario won't let go. You can use Hoot to reach coins on the floating islands and the Star in the cage.

WALL SHOTS

From the cannon's mouth, aim Mario at the top edge of the far corner of the brick wall. The general rule is to aim higher than your target. If the target is fairly close, aim slightly above it, but over long distances, aim considerably higher than the target. Mario loses altitude the farther he has to shoot.



3 COURSE JOLLY ROGER BAY

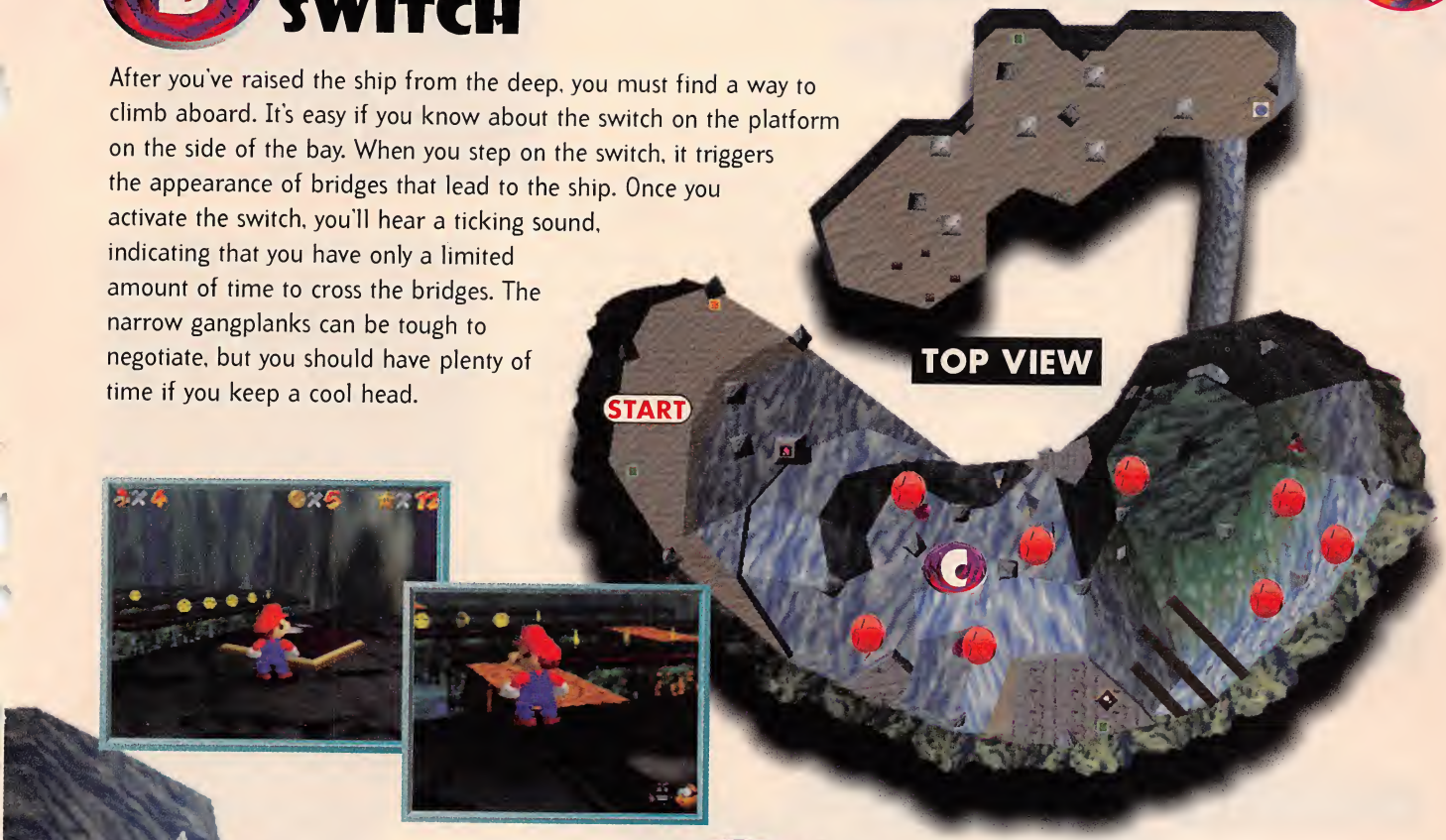
Not all of the Stars are under the waves in Jolly Roger Bay, but you'll have to swim, dive, climb, shoot and steal like a pirate if you want to collect them. Take care when petting the local sea life. It bites.

THE SUNKEN SHIP

A wreck in the depths offers a tempting target, but it is home to a giant eel. Mario must figure out a way to get inside and find the treasure that was left behind when the ship sank beneath the waves. If you succeed in getting the Star from the hold of the ship, the ancient hulk will rise to the surface.

B SWITCH

After you've raised the ship from the deep, you must find a way to climb aboard. It's easy if you know about the switch on the platform on the side of the bay. When you step on the switch, it triggers the appearance of bridges that lead to the ship. Once you activate the switch, you'll hear a ticking sound, indicating that you have only a limited amount of time to cross the bridges. The narrow gangplanks can be tough to negotiate, but you should have plenty of time if you keep a cool head.



C SHINY SHELL

Mario may not be able to use an outboard motor, but he can use the next best thing: a high-speed Koopa shell. In one of the clam shells near the three stone pillars, you'll find a shiny, green, Koopa shell. Swim in when the clam shell is open and push the B Button to grab the Shiny Shell. Suddenly, Mario will be surging through the surf.

D FALLING COLUMNS

The treasure in the cave is guarded by Goombas, giant pillars of stone, which could flatten a hero in an instant, and booby-trapped treasure chests. The triangular columns look solid enough, but they'll come crashing down if Mario passes close by.

1 PLUNDER IN THE SUNKEN SHIP

The first Star you can salvage is found in the sunken ship at the bottom of Jolly Roger Bay. On Mario's initial dive, you'll discover a huge eel looking out of a hatch in the ship. Return to the surface for air, then dive again and enter the hatch now that the eel is gone. Inside, you'll find four chests. You have to open them in sequence to drain the ship's hull. Touch the lock of the chest in the corner first, then continue in the sequence shown on the map below. If you get it wrong, start again at the first chest. Once the water has drained, you'll have to jump up the slick sides to reach the chest with the Star. You'll find the best traction on the slanted beams. Use the Backward Somersault for the quickest route, or swim to an upper platform before the water drains out. The Star is in the Yellow Box.

TOP VIEW
INSIDE SHIP

FRONT VIEW
INSIDE SHIP

2 CAN THE EEL COME OUT TO PLAY?

REQUIREMENT: STAR #1

The giant eel, Unagi, may look like a menace, and it is dangerous, but Mario must face his fear if he wants to collect the second Star in Jolly Roger Bay, which is stuck on the tail of the eel. The best, and safest, strategy is to swim to a point just below the eel's cave. Float just at the lower lip of the cave. When the eel swims out, Mario can swim straight up and touch the Star. If you go too early, however, you'll get a nasty shock. After dislodging the Star, you must then grab it. If you're running low on air, resurface, then dive back down for the Star.

UNAGI THE EEL

Unagi the eel may have a pretty star stuck on its tail, but it also has teeth as long as your arm, not to mention a taste for sea-going plumbers. You'll have to stay out of the way of this monster, even after dislodging the Star. Unagi continues to circle the area, and it will take a bite out of Mario if you let it get too close. Fortunately, it's easy to heal yourself if Mario is bitten. Just swim to the surface.

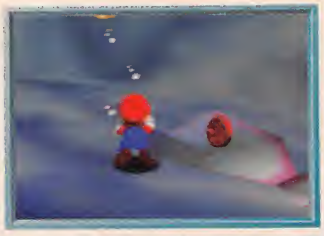
3 TREASURE IN THE OCEAN CAVE

Mario's thirst for Stars and pirate plunder takes him to new depths in the cave. Swim out near the bow of the ship and dive toward the wall. There you'll find an underwater tunnel that leads to a cave. The cave is filled with air so Mario won't have to hold his breath. Disregard the warning at the entrance to the cave and run straight inside to avoid a falling pillar that crashes down across the entrance. Next, punch the Goombas and dodge the falling pillars. If you get hit, you can heal yourself by collecting coins or taking a dip in the water at the entrance of the cave. Now it's time to collect the treasure in the chests. They are positioned in a diamond pattern, and you must open them in the correct sequence. Open them in the order shown on the map above.

4 RED COINS ON THE SHIP AFLOAT

REQUIREMENT: STAR #1

Collecting the eight Red Coins in Jolly Roger Bay will take you from the depths of the sea to the heights of the sky. You'll find four coins in clam shells. Just wait for the shells to open, then swim quickly inside to nab the prizes. The fifth coin floats above the lone stone pillar. Jump to the pillar from the platform where you find the pink Bob-omb Buddy. Look for the next three coins aboard the ship. To reach the hull, you must activate the Purple Switch on the stone platform. Hop to the top of the platform using a Backward Somersault, step on the switch, then run over the gangplanks to the ship. You can reach the rear deck and the two coins found there by running up the wall to the left of the hatch, or by using a Backward Somersault. The Star appears on the upper deck.



5 BLAST TO THE STONE PILLAR

Mario must find a way to reach the rocky ledge on the left side of the bay to collect the next Star. The best way to reach the ledge is from the top of the middle stone pillar. Visit the Bob-omb Buddy, then climb into the activated cannon, blast to the pillar, shinny to the top, pull a Handstand and turn until you can see the ledge with the Yellow Box in front of you . Now you're ready to jump to the ledge.

AIM HIGH

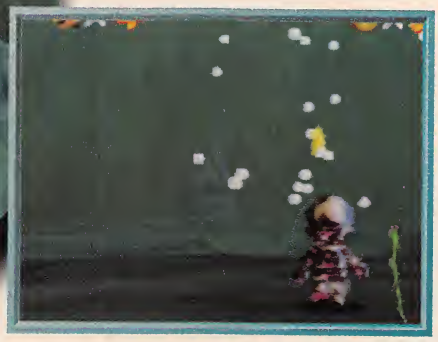
Sometimes you have to set your sights high. Firing Mario directly at the middle stone pillar will earn you a bruised head. Aim above the cloud directly over the pillar and you'll hit the column high enough so that Mario can wrap his arms around it. Once you've caught the pillar, climb to the very top and perform a Handstand. From there, it's an easy jump to the ledge.

6 THROUGH THE JET STREAM

FRONT VIEW

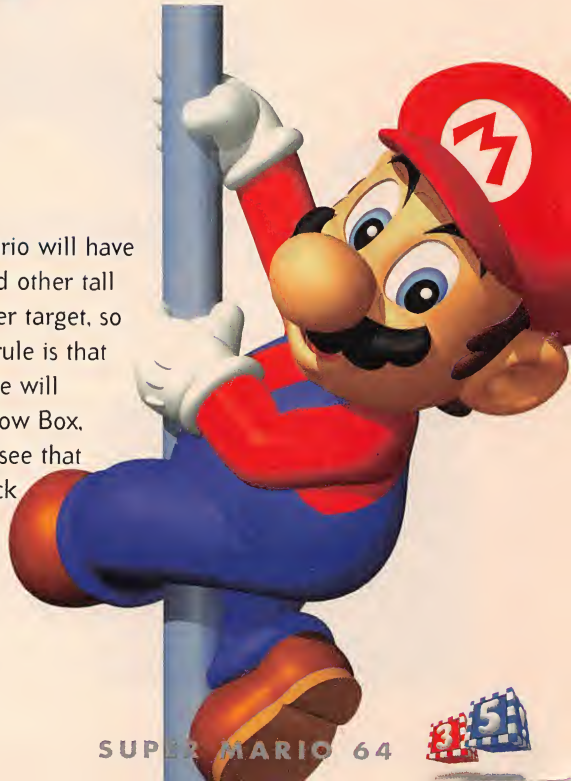
REQUIREMENT: METAL CAP

You've seen the Star floating peacefully in the deeps of Jolly Roger Bay, but so far, you've only been able to dream about reaching it. That's because you have to wear a Metal Cap to penetrate the swift currents surrounding the Star. At least that's part of the trick. (Turn to page 57 if you haven't found the Metal Cap.) You must also run, jump and sink from the Green Block, where you get the cap, to the Star underwater. Use a Triple Jump or Long Jump to get the most distance in the air and head for the corner of the platform that points toward the bow of the pirate ship. Underwater, Mario will sink with the weight of the Metal Cap, and he won't be able to swim. When you hit the downward slope of the bay, jump again. You should be able to see the Star by now and guide Mario's descent toward the Star.



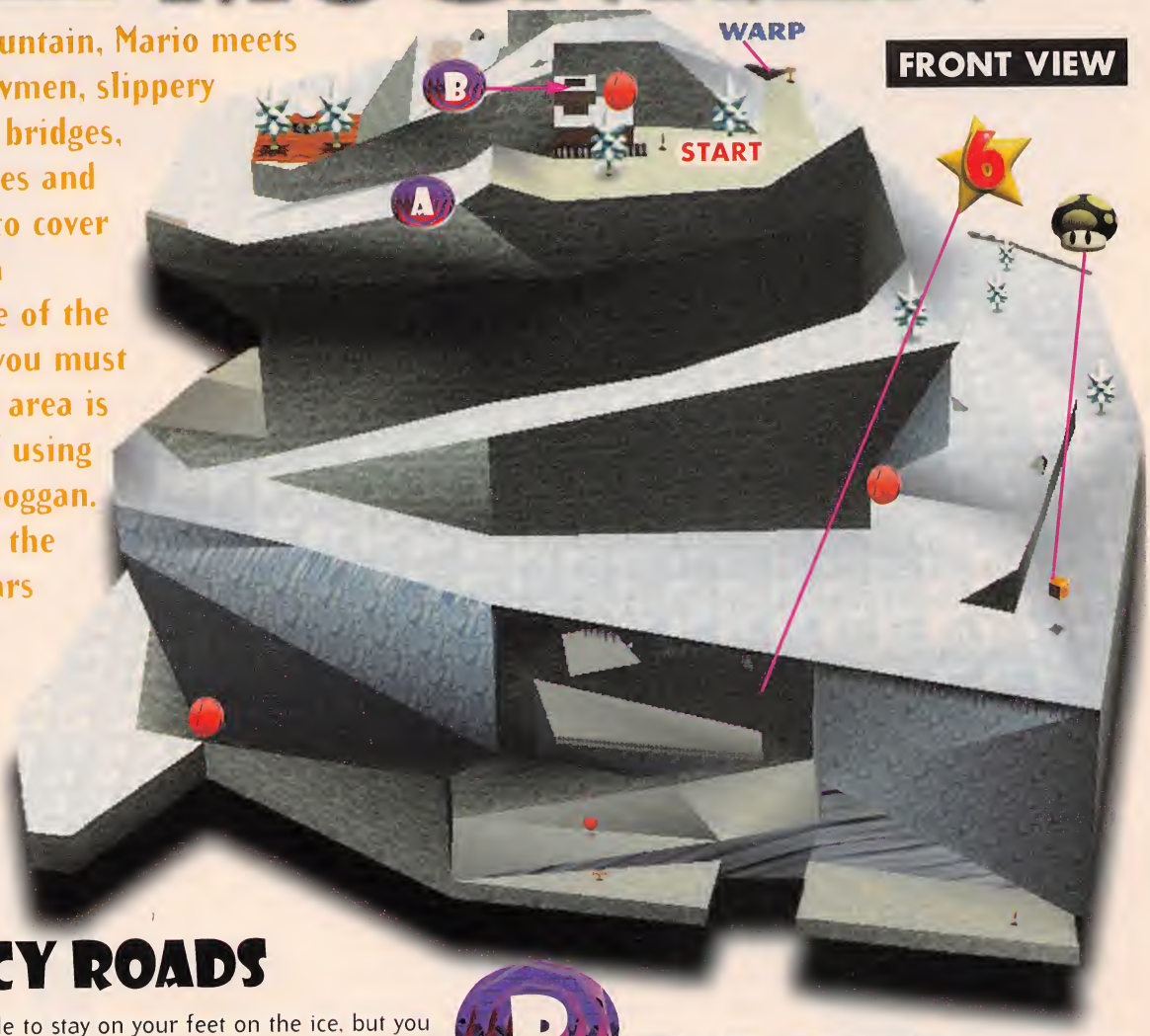
DON'T LOOK FORWARD

Here in Jolly Roger Bay, and in many later areas, Mario will have to make difficult jumps from poles, pillars, trees and other tall objects. In many cases, you'll have to jump to another target, so knowing how to aim Mario becomes essential. The rule is that Mario's back will always face the direction that he will jump. Here at the pillar, when you see the Yellow Box, you'll also see that Mario's back is facing the box.



COURSE 4 COOL, COOL, MOUNTAIN

On this icy mountain, Mario meets penguins, snowmen, slippery slopes, rickety bridges, sledding courses and enough snow to cover the tracks of a Sasquatch. One of the critical skills you must master in this area is the fine art of using Mario as a toboggan. In addition to the six regular Stars in this area, you can easily collect 100 coins for an extra Star.

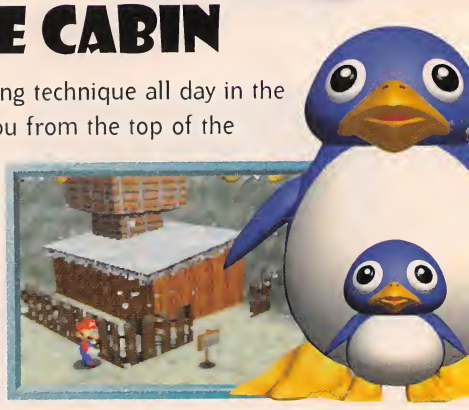


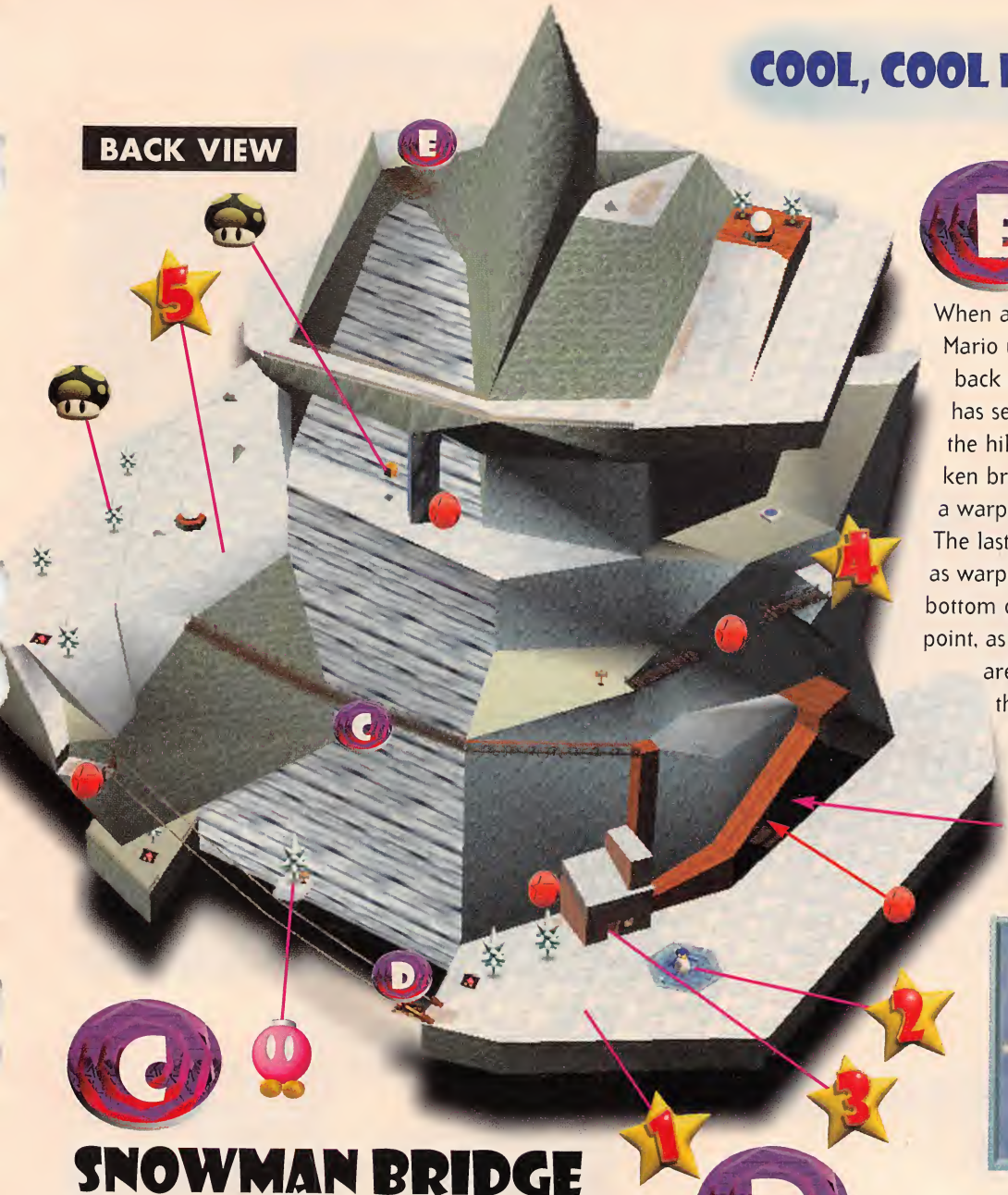
A ICY ROADS

You may not be able to stay on your feet on the ice, but you can still control your slide in several ways. For instance, you can use the A Button to jump out of a slide and stop. You might also slam into walls and other objects to slow down. Take particular care near trail edges since some of them drop off into the void. In some areas, Mario can walk slowly on the ice.

B THE CABIN

You can practice your sliding technique all day in the cabin. The icy run takes you from the top of the mountain to the bottom. You'll have to navigate the course twice, once on your own and once while racing a penguin. In each case, the prize is a Star.





E SHORT-CUTS

When at first you don't succeed, pick Mario up out of the snow and head back to the top. Cool, Cool Mountain has several quick routes up and down the hill to make things easier. The broken bridge near the starting point has a warp to the bridge at the bottom. The last intact planks on the bridges act as warps. You can take a tram from the bottom of the mountain to the midway point, as well, or jump off ledges to areas below. Just be sure that there's somewhere to land below.

C SNOWMAN BRIDGE

This winter wonderland is full of dangers. Two hopping-mad snowmen patrol this bridge from one end to the other, giving Mario the cold shoulder if he tries to pass. The safest method to avoid these guys is to run beneath them when they jump toward Mario. You can judge your timing and distance best if you shift the camera view to the side at the farthest distance.

D GONDOLA

The gondola carries Mario from the lowest area to the midway point. Once you step aboard, it begins its climb at a slow but steady pace. You can jump off about half the way up if you want to talk to the Bob-omb Buddy, but otherwise you want to stay put. The gondola stops for a few seconds at the top, then heads back down again. Don't bother waiting for it at the top; it won't show up.

1 SLIP SLIDIN' AWAY

The first Star on the mountain lies at the bottom of an icy slide. Enter the log cabin at the top of the mountain by jumping down the chimney. All you have to do is stay on the slide until you reach the end, but it isn't easy. Take it slow, stay wide on the B corner indicated on the map and keep Mario straight on the final bridge. The Star appears outside the cabin.

THE COLD CUT

The ice slide holds several slick surprises, like hairpin corners and an absence of railings. But you can have a pleasant surprise, also. Follow the line of coins leading into the wall as shown here. Mario will pass through the wall into a secret shortcut. The tunnel dumps you out near the end of the course.

2 LI'L PENGUIN LOST

On your first trip to the bottom of the mountain, you probably noticed the giant penguin in the pond. If you spoke to her, she would have told you about her lost chick, Tuxie. In this course, your job is to find the baby and return her to her mom. The penguin baby is wandering around at the very top of the mountain above the cabin. Jump up there and pick up Tuxie using the B Button. Mario can walk or slide and still hold on to the baby, but if he hits anything, she will wander off again. All you have to do is hang on tight and deliver the baby to her mom. If you do this, the grateful mother penguin will give you a Star. By the way, there's a second lost baby penguin on the roof of the lower cabin. Don't confuse the two.

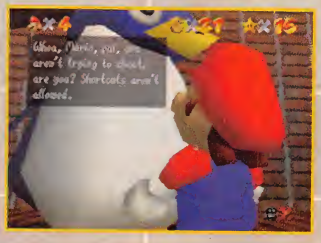
3 BIG PENGUIN RACE

REQUIREMENT: STAR #1

Ladies and gentlemen, the Great Penguin Challenge is about to begin. The challenger is an adventurer named Mario who is trying to save the Mushroom Kingdom from a power-crazed turtle. And the ice slide champion, as always, is the Big Penguin, who has waxed his belly and is ready to ride! If Mario stays close, he can take the lead near the end where the Big Penguin traditionally slows down a bit. In the past, some challengers have tried to get the jump on the champ by taking the shortcut through the tunnel. Mario should be aware that this tactic leads to disqualification. If there's any advice for Mario, it's just that this course requires lots of practice. Oversteering will be his biggest hazard. If he uses slight control movements rather than big movements, he should stay to the center ice where it is fastest. Now, let's see who brings home the prize Star.

PENGUIN CHAMP

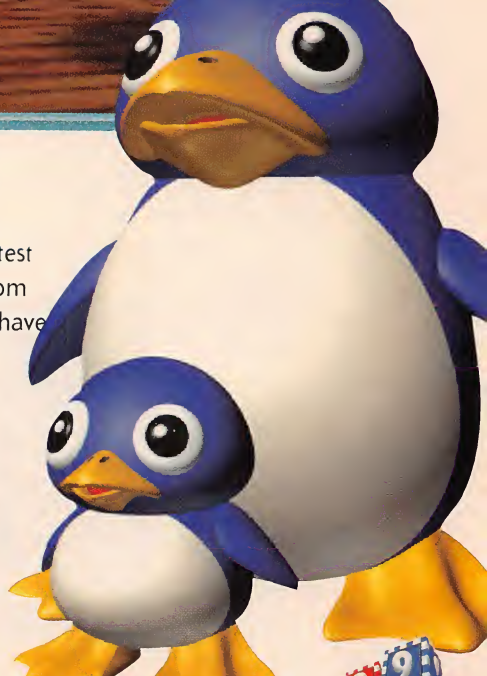
The Big Penguin has weight and gravity on his side, but Mario has you at the controls. The Control Stick is designed to allow you to make subtle controller movements. Practice racing on the ice slide by moving the Control Stick as little as possible. If you stay behind the penguin through the first three turns, you'll be able to see Mario the whole time. When the penguin slows down at the end, make your move and win the Star.



If you take the shortcut through the wall, Mario will be disqualified and will have to race again.

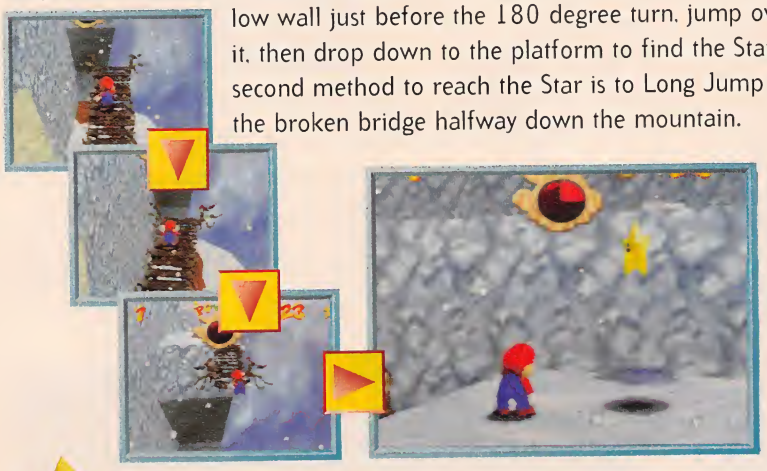
A VIEW TO A CHILL

The best camera position is from behind Mario at the greatest distance. In this position, you can see the curves as they zoom toward you. If you use the close-up camera position, you'll have to react too quickly to the sharp turns.



4 FROSTY SLIDE FOR 8 RED COINS

Cruising for coins on the mountain is a breeze. The first three Red Coins are found in a tree at the top, along the mountain slide path, and on the broken bridge half way down. Three more coins are on the lowest level. The seventh coin is at the top of the Gondola. Use the cannon to reach the ledge above the snowmen's bridge and the final coin. Slide down to the low wall just before the 180 degree turn, jump over it, then drop down to the platform to find the Star. A second method to reach the Star is to Long Jump over the broken bridge halfway down the mountain.



5 SNOWMAN'S LOST HIS HEAD

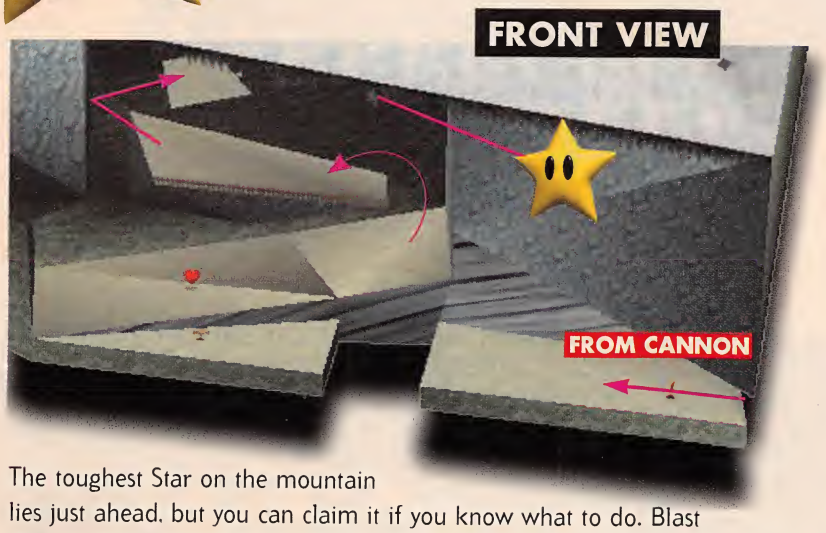
REQUIREMENTS: STARS #1, #2, #3, #4 AND #6

The poor Snowman on Cool, Cool Mountain seems to have lost his body. Talk about careless. Fortunately, Mario can bring body and head together again. The body sits on a platform, just below the area where you found the baby penguin. If Mario successfully guides the body down the mountain so that it meets up with the head, you'll get a Star for the effort.

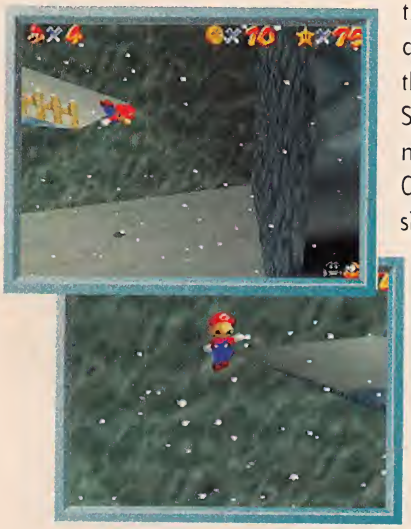
ROLY POLY BOD

How do you get a Snowman body to roll down hill? You tell it where it can find its somersault head. Go to the platform where the body sits and talk to it. That starts it rolling down the path. Your job is to slide just in front of the body all the way down to the Snowman's head. The tricky part is guiding the body to the head. On the last leg of the race, Mario should be aimed directly at the side of the stand where the head rests.

6 WALL KICKS WILL WORK



The toughest Star on the mountain lies just ahead, but you can claim it if you know what to do. Blast over to the tree from the cannon on the lower area of the mountain. Aim at the middle of the dark gray slanted cliff directly above the tree so Mario will catch the tree safely. Move along the trail, then make a Long Jump beyond the arrow of coins. Perform a Backwards Somersault at the top of the next incline, and at the top of the second incline, make a Wall Jump to the right. When you hit the wall and jump, push the Control Stick to the right. Next, the ice walkway and platform are both very slick, so walk slowly. It is also possible to jump on top of the Spindrift near the top of the mountain and spin-float down to the platform where the Star is found. Jump on the Spindrift from the corner near the tree and float out over the edge of the mountain and down.



At the first jump, use the Backward Somersault. The second jump requires a sideways Wall Jump.

BLAST TO THE TREE

To reach the ledge on the side of the mountain, aim at the evergreen tree. Line up your sights with the tree, then raise the cannon until it is aimed at the middle of the cliff section just above the tree. Mario will grab the tree safely.

KNOW THE ANGLES

In this course, use the side views when you're walking along the narrow trail where the Spindrift live. A rear view is best for making the Long Jump, and side views are ideal for making the two following jumps. To cross the narrow, icy walkway to the Star's platform, use a camera view from behind, because Mario has to walk slowly and not move to the left or right.

BOWSER IN THE DARK WORLD

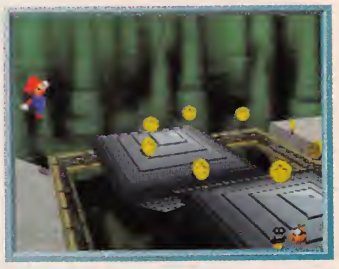
The road to Bowser has been cunningly crafted to confuse and abuse intruders. Moving floors, flame spouts, and teetering platforms defy Mario, but Bowser himself represents the ultimate challenge. Eight Stars unlock the door with the star symbol that leads to the big bruiser.

THE FIRST COINS

Most of the Red Coins in this area don't present much problem, but Mario requires some help to reach the first two coins. The Purple Switch activates bridges that extend out to both of the first two coins. In the teeter-totter area, Mario must Side Step along the support posts to reach one coin and leap between the platforms above to reach another. Slow and steady wins the Star.

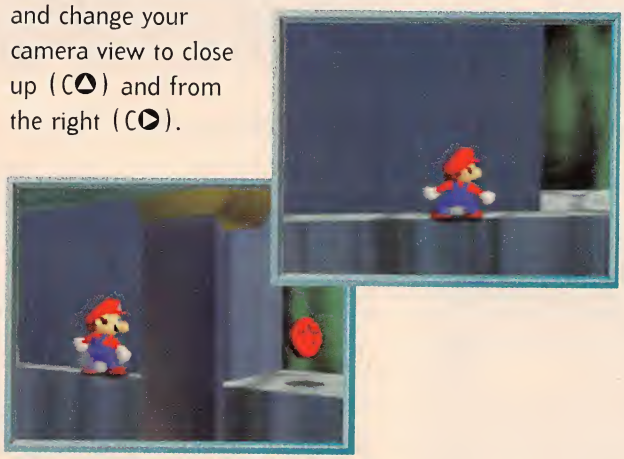
SQUARES DANCE

These square sections may circle each other like dance partners, but their purpose is to dump Mario into the void. You can step onto them or jump aboard. On the second set of squares, stand on the upper, outward surface of the left pair to get the Red Coin.



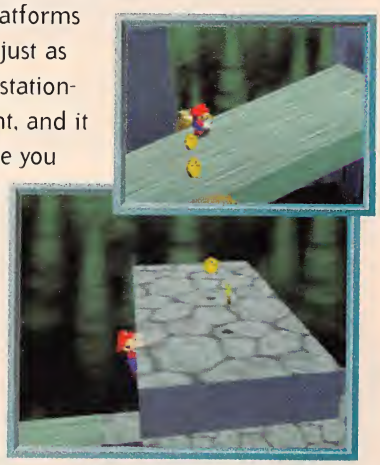
C THE NARROW ROAD

This is one challenge you should Side Step. The Red Coin beneath the platforms can be reached only by Side Stepping along the platform supports. You'll begin on the platform beside the moving squares. Move slowly and change your camera view to close up (C▲) and from the right (C▶).



D TEETER-TOTTERS

The platforms rock back and forth as Mario runs up and back on the giant teeter-totters. You can use this rocking to reach the platforms overhead, although it's just as easy to jump from the stationary platform to the right, and it won't take as long. Once you reach the platforms above, jump and Long Jump to the platform all the way to the left where you'll find the final Red Coin.



BOWSER

The techniques you master here will help you against Bowser in future battles, but the conditions will change as you progress in the game. In your first meeting with the King, run around behind him and grab his tail by pushing the B Button. Once you have hold of him, swing him around by rotating the Control Stick. Rotate it faster to pick up speed. When Bowser is lined up with the nearest spiked orb, push the B Button again to fling him into it. Use the close-up camera (C▲) and keep pushing the right view (C▶) to find the closest spiked orb. Bowser will give you the key to the basement as your reward.

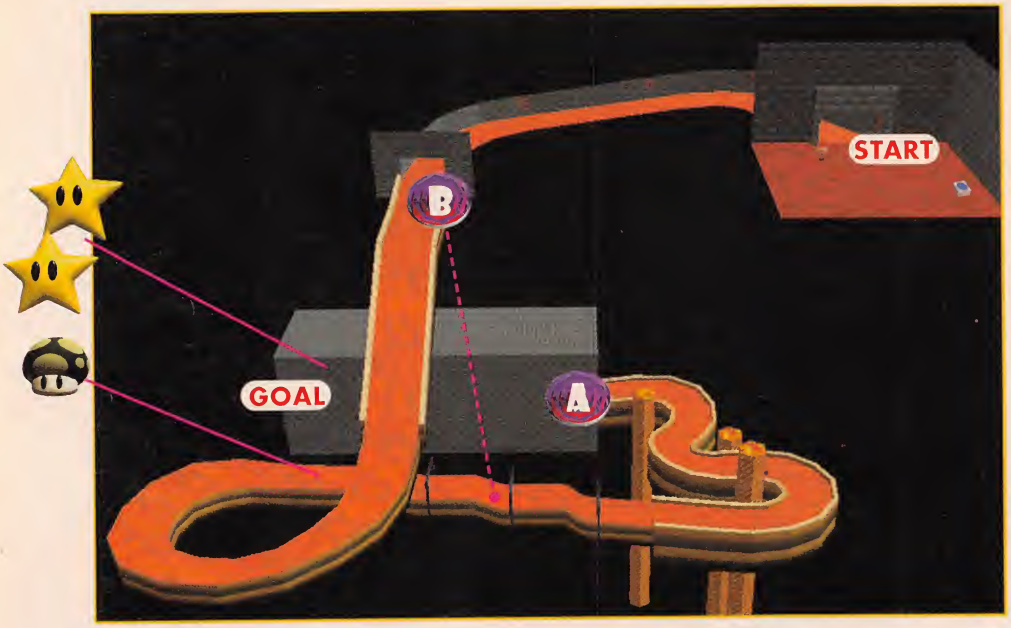
Grab Bowser by the tail, spin him and throw him into the spiked orb. If you miss, try it again.

THE BASEMENT

After defeating Bowser for the first time, you'll get a golden key. This key opens the door at the bottom of the stairs, gaining you entrance to a host of new worlds such as Lethal Lava Land, Dire, Dire Docks, Shifting Sand Land and Hazy Maze Cave. Now you'll be able to get more Stars, meet MIPS the rabbit, and complete the final two Cap Switch Courses.

SECRET STARS AND CAPS

The castle holds many Stars—some secret, some not so secret—in fact, there are 120 in all. Sometimes a secret Star is held by a character, such as MIPS, and sometimes you must accomplish some feat of great daring, such as riding down the Princess's secret slide. Even if an area, such as the Wing Cap Switch course, is devoted to some other pursuit, you may also be able to win a Star there.



If you leap through the stained glass window to the right of the door in the Princess's Tower, you'll discover the secret slide. All you have to do is stay on the slide and put in a decent time to get the Star.

A SECOND STAR

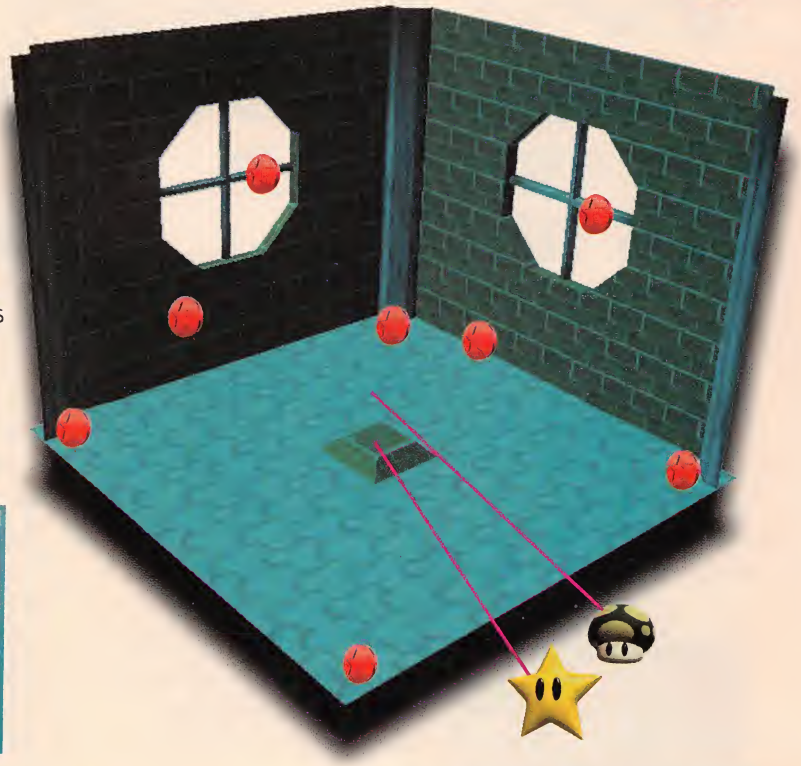
Mario can snag a second Star in the secret slide by beating the record of 21 seconds. Speed is critical. Push the Control Stick forward to increase Mario's speed and slide through the corners from the outside to the inside to maintain your speed. The biggest time saver, however, comes from making a shortcut jump. If you cross the line in less than 21 seconds, a second Star appears.

B THE JUMP

The quickest way to reach the end of the secret slide is to jump over the edge, but you can't jump just anywhere and expect to survive. Near the top of the slide, Mario shoots through a tunnel area. Shortly after exiting the tunnel, you'll come to a steep incline. Mario should jump over the left side of the slide just before the steep slope begins. You'll land on the slide far below and win in record time.

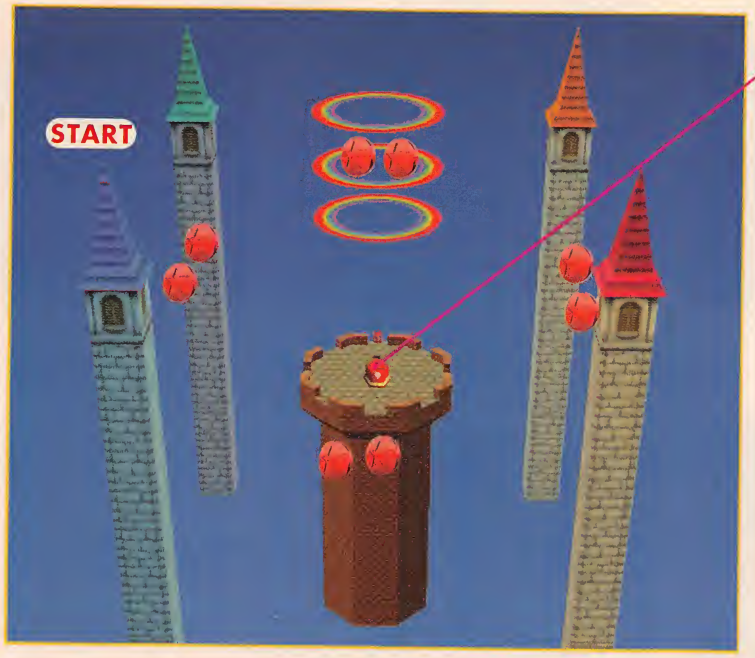
THE SECRET AQUARIUM

You don't have to visit Jolly Roger Bay to find treasure. Try performing Backwards Somersaults into the wall nooks in the picture room outside. The nook to the right is actually an entrance to the Secret Aquarium. Collect all eight of the Red Coins in this area to retrieve the Star. Look for Red Coins in the middle of coin circles and in the corners of the room. The coins replenish Mario's air supply.



TOWER OF THE WING CAP

Mario reaches The Tower of the Wing Cap by staring into the light while standing on the picture of the sun in the castle's main hall after collecting ten Stars. Once you stomp the Red Switch, you'll activate Red Blocks throughout the game. Now Mario can get the Wing Cap and fly when needed.



FLYING FOR COINS

Mario can practice his newly discovered aerial acrobatics in the Tower area by collecting Red Coins. As always, if you collect all eight, you'll win a Star. The Wing Cap doesn't last long, though. Follow the spiraling trail of coins to pick up the red coins. The good news is that you can fly between the pairs of coins to collect two at a time.

100-COIN STARS

PART 1

1 COURSE TREASURE IN THE SKY

The trick to getting 100 coins to earn a Star in an area is simple: Don't forget to exploit obvious sources of coins. In the Bob-omb Battlefield, it's easy to forget about all those coin circles in the sky in addition to the Red Coins. When collecting Red Coins and Blue Coins, you earn two and five extra coins each. You can stomp on enemies, too. Goombas and Bob-ombs are worth only one coin each. Also, remember to climb the mountain and grab the rows of coins near the cannon.

2 COURSE WHOMPS AND FLOWERS

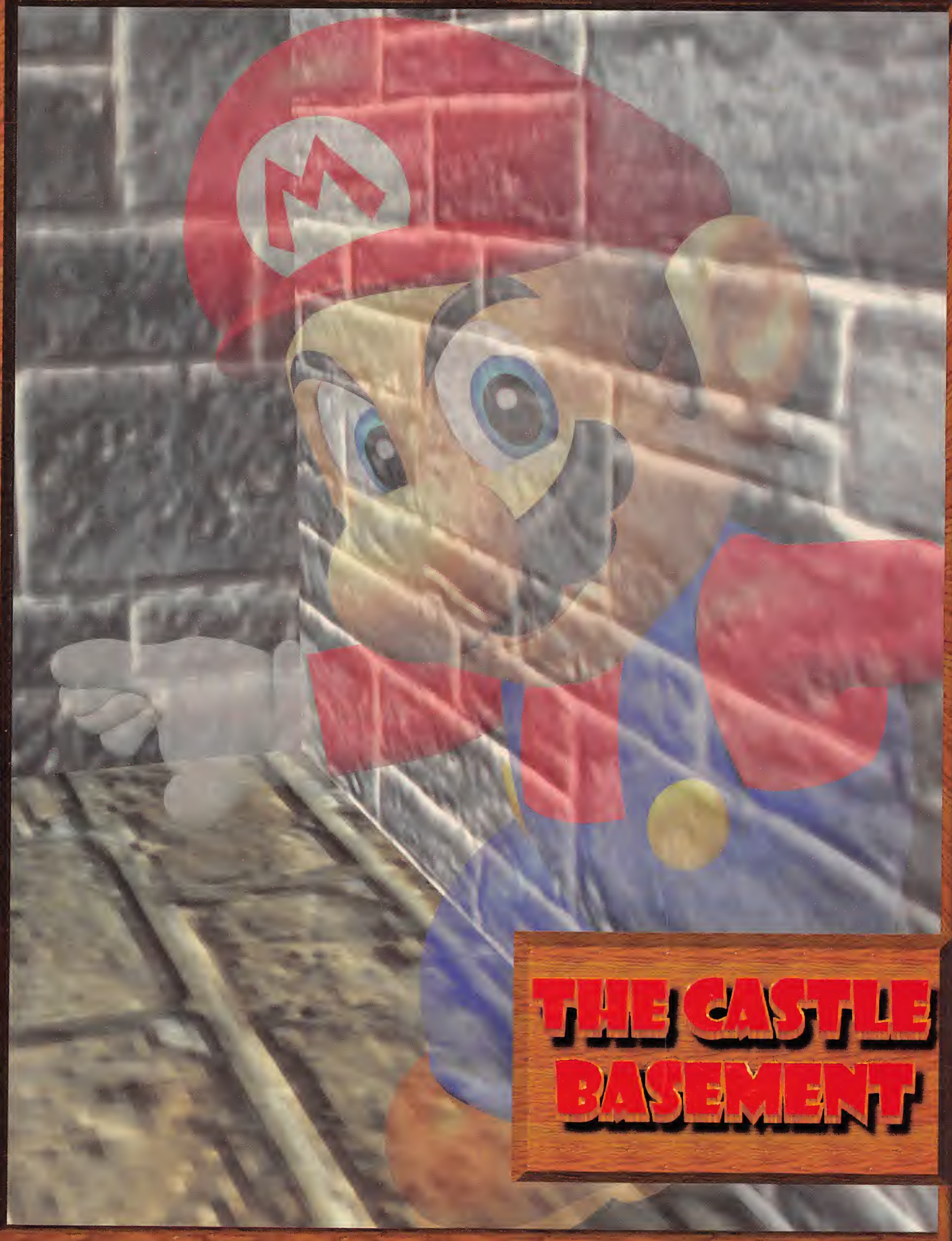
The Fortress of the Whomp King has a wealth of coins where you might not expect them. Whomps are practically made of money. You get one coin for knocking them down and five for stomping them. Piranha Plants cough up Blue Coins when you tiptoe up to them and punch them. Don't forget the Blue Coins in the area below the cannon or the coins on the floating islands. The Red Coins are easy to collect in this area, making the Whomp King's Fortress one of the easier areas in which to stock up on coinage for an extra Star.

3 COURSE PIRATES' PLUNDER

Avast, matey. Your hunger for coins and Stars has brought you to the right place. The six Blue Coins in the cave make up the biggest trove of buried treasure in Jolly Roger Bay, but booty can be found almost everywhere you swim, climb or dive. The Red Coins on the ship and in the clam shells are easy targets, and the coin rings near the cave and stone pillars take only moments to collect. The gangplank bridge to the ship contains 15 coins, and you can collect another five when you Backward Somersault up to the bridge switch platform from the beach.

4 COURSE DOUGH IN THE SNOW

Cool, Cool Mountain holds some cold cash if you know where to look and where to slide. The ice slide from the cabin is your first stop. Chase down the Blue Coin and grab as many of the course coins as possible. You can clear sixty or more coins in this one area without breaking a sweat. Outside, Red Coins are easy to come by, and you can slide through more coins on the trail. Hit the Blue Coin switch above the broken bridge (where the snowmen are on patrol) to rack up another pair. If you blast via cannon to the tree on the ledge, you'll find coins galore in a big arrow. Finally, if you missed some coins on the slide, go back and pick up the ones you left behind.

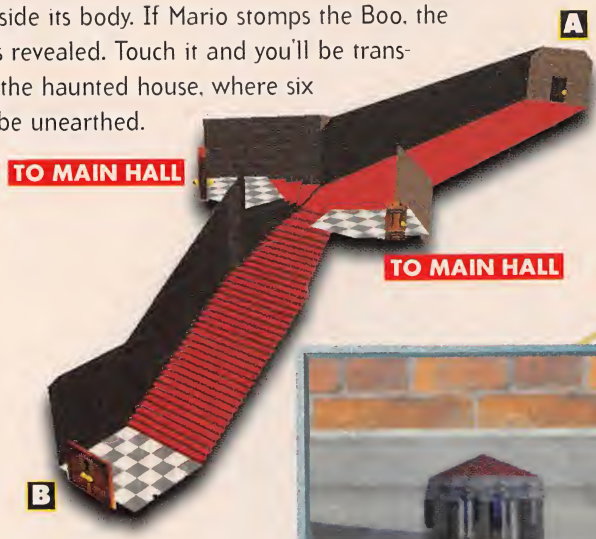

THE CASTLE
BASEMENT

THE CASTLE BASEMENT

In the depths of the castle, Mario discovers new challenges: dinosaurs, ghosts, deserts and boiling lava. You'll need a key from Bowser to unlock the door that leads to most of these areas.

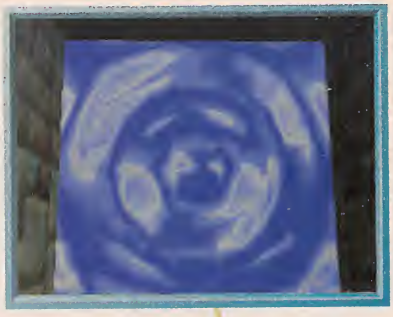
5 COURSE BIG BOO'S HAUNT

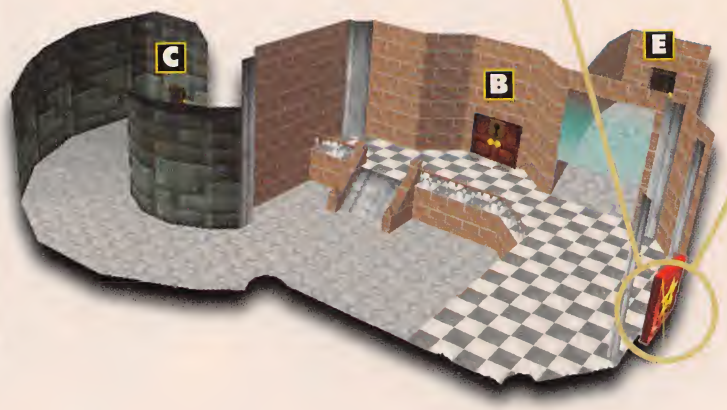
Once you have collected 12 Stars, the courtyard at the end of the long corridor will be filled with wandering Boos. One Boo contains a miniature carousel, which you can see inside its body. If Mario stomps the Boo, the carousel is revealed. Touch it and you'll be transported to the haunted house, where six Stars can be unearthed.



9 COURSE DIRE, DIRE DOCKS

More aquatic adventures lie beneath the waves in the Dire, Dire Docks. Mario swims with Manta, boards Bowser's submarine, leaps from moving poles and has more fun than a seal in a water park. It takes 30 Stars to open the double doors with the big star symbol that lead to the Docks.





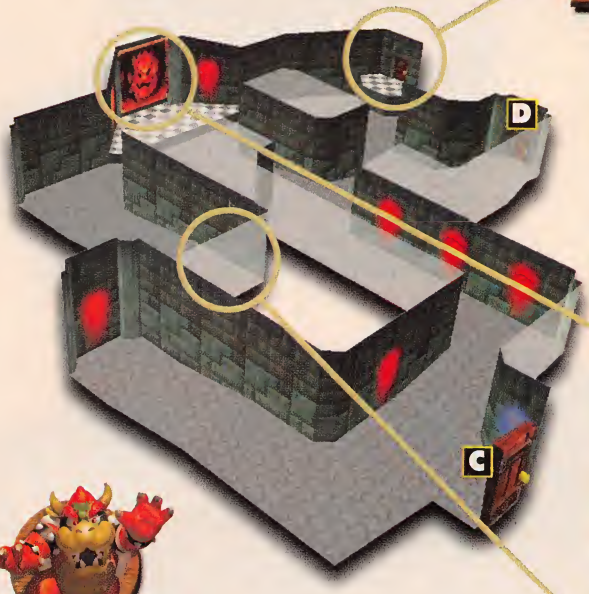
VANISH CAP SWITCH COURSE

In this room, you can open up the course by stomping the two brick pillars in the pool. Perform one Pound the Ground move on each pillar to drain the water from the pool and the moat. Out in the moat, in the hole, you'll find the entrance to the Vanish Cap Switch Course.

6 COURSE

HAZY MAZE CAVE

A docile sea serpent named Dorrie greets Mario in the Hazy Maze Cave, but he'll also run into a maze of toxic gases that make exploring dangerous. The difficulty level picks up and you'll have to wear the right cap for the job in some of these areas. In fact, you can find the Metal Cap beyond Dorrie's subterranean lake.



7 COURSE

LETHAL LAVA LAND

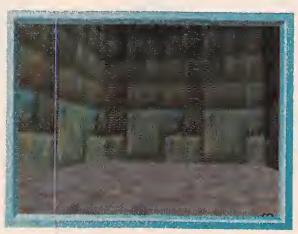
Mario finds himself in the frying pan in this area. With molten lava lapping at his boots, our heedless hero must bully the Bullies, roll logs and venture into a volcano. The heat is on for you to demonstrate your skills.

BOWSER IN THE FIRE SEA

Your second encounter with Bowser takes place in this fiery setting on a tilting battlefield. Although the battle strategy remains the same, carrying out the plan won't be quite as easy.

8 COURSE

SHIFTING SAND LAND



Quicksand, whirlwinds and a mysterious pyramid have waited through the dry ages for Mario's arrival. The trick is to get inside the area, because there is no entrance painting. Look for a dead end in the corridor to the left of the painting where you entered Lethal Lava Land. MIPS the rabbit will show you the way. Just jump into the wall as you would jump into a picture.

5 COURSE BIG BOO'S HAUNT

The ghosts of Mario games past return to haunt with eerie puzzles and tests of your paranormal powers. You'll have to make horrific jumps and dodge flying objects, but the Boos are shy and not exactly spoiling for a fight. Stars #2 and #6 are shown on the following pages.

A TROUBLE CLEF

This insane instrument can't stand any intrusion. If it senses Mario in the room, it flies into a furious fortissimo of pounding keys. All Mario wants is to get the Red Coin in the corner, which he can accomplish by tiptoeing past the Mad Piano without making a sound.

B WHEN CASKETS COLLIDE

The casket room contains more than polished wood and old bones. Here, Mario can collect two Red coins and lots of bruises, if he's not careful. The caskets spring to life when Mario steps close, and they'll slam back down on the coins after just a moment.

C FALLING BRIDGE

The bridge in this room just can't take the pressure. The blocks fall away as Mario runs across it. Down below is a pool and the entrance to Big Boo's haunted merry-go-round.

1 GO ON A GHOST HUNT

Face away from your victim and use the Pound the Ground move to stomp all Boo baddies.

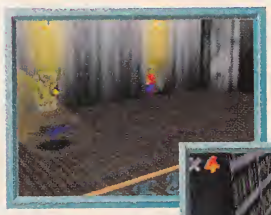
Big Boo won't reveal himself until Mario exorcizes the other spooky inhabitants of the haunted house's ground floor. Find and stomp the four small Boos who have been hanging out in the house to prompt Big Boo to materialize. The first Boo is in the room with Mr. I. The second Boo is in the room with the narrow ledges. The final two Boos hide behind the painting of the Boo in the library. To stomp a Boo, face away and wait for the apparition to sneak up on you, then use the Pound the Ground move. Only the Big Boo and his Star will be left.

BIG BOO

The self-proclaimed Tower of Terror thinks quite highly of his abilities as an apparition, but he's not likely to scare anyone with his pranks. Mario can use his patented Boo-stomping method to end the Big Boo's feign of terror. Face away from him, then Pound the Ground when he's close. Three stomps do the trick. In addition to winning the Star, you'll activate a stairway to the second floor.

The battle with Big Boo takes place in the main room on the ground floor of the haunted house. He shrinks in size with each successive stomp.

3 SECRET OF THE HAUNTED BOOKS



REQUIREMENT: STAR #1

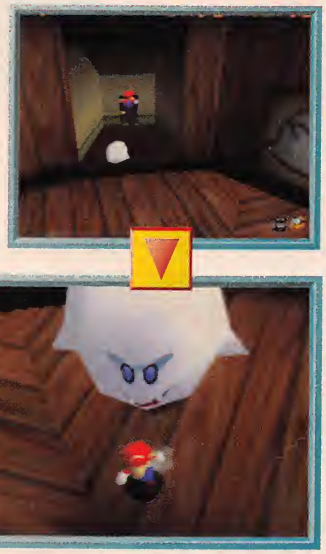
For his next feat, Mario enters a tale of mystery in the haunted library. Here, bookish ghosts called Bookends fly off the shelves, flapping madly at our well-read hero. Other than a few minor paper cuts, Mario won't sustain much damage from these terrible tomes. Run past them and into the next aisle where the real action takes place. There, at the end of the aisle, you'll find three books protruding from the shelf. The books open a secret panel if you push them in the correct sequence. Hit the books in the following order: top, bottom, middle. The shelf will then slide back, revealing another door. Beyond the door is a balcony and the second Star. But if you push the books in the wrong order, expect an onslaught of furious fiction! Indeed, if the pen is mightier than the sword, then the book is mightier still.

On the second floor of the haunted house, Mario stumbles into a library of rare books. In the second aisle, you must push in the three volumes using the B Button. Begin with the top book, then the bottom one, and finally the middle. A path to the Star will open.

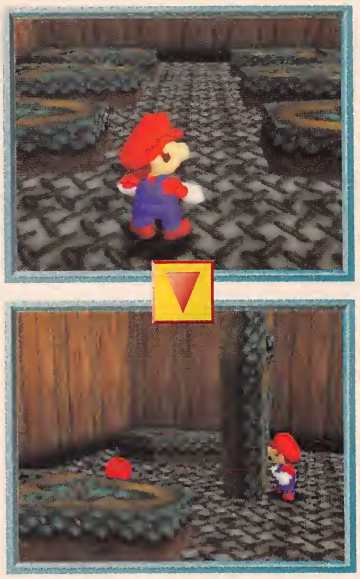
2 RIDE BIG BOO'S MERRY-GO-ROUND

REQUIREMENT: STAR #1

A haunted merry-go-round in the basement of the house will be Mario's next test. In the room with the collapsing bridge, allow Mario to take the plunge into the pool below. The first door you see opens into the merry-go-round. On one side, a jet of fire streams out over the rotating platform. Move in the other direction, keeping an eye out for the small Boos who emerge from the pictures on the walls. Run clockwise from the Boos so the merry-go-round will carry you back toward them. Use the Pound the Ground move to stomp them when you're close. Finally, Big Boo himself reappears. You can use the same stomping strategy to take out the prankster poltergeist. Three well-timed Pound-the-Ground stomps will put Big Boo back in his extra-dimensional place, and a well-deserved Star will appear in the exit.



Face away from Big Boo and perform a Pound the Ground move when he's close to Mario.



4 SEEK THE 8 RED COINS

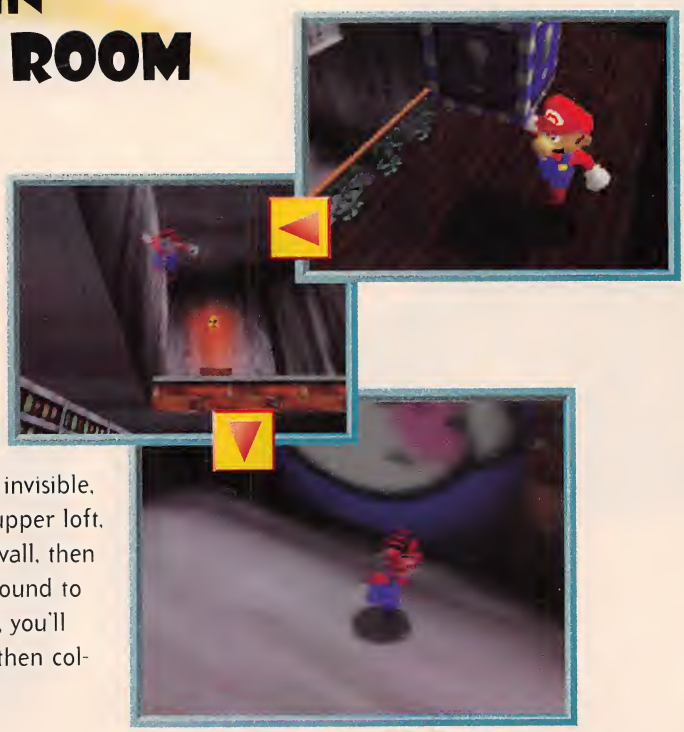
REQUIREMENT: STAR #1

Whoever left the eight Red Coins in the haunted house won't be needing them anymore, but Mario could certainly use them. Most are easy to retrieve. Tiptoe past the Mad Piano to snatch the first Red Coin and edge along the narrow ledge to reach another. Two more coins are in the room with two book shelves. Use the Backward Somersault to reach them. Upstairs, you'll find another coin on the grid. Follow the grid pattern to avoid a fall. Another pair of coins rests beneath caskets in the casket room. Make the caskets stand up by moving close to them, then dash in to grab the coins. The final coin is in the far right room on the second floor. Run past the Bookends in the first area, then avoid the trapdoor in the second area to get the coin. The Star appears on the landing to the left of the stairway.

6 EYE TO EYE IN THE SECRET ROOM

REQUIREMENTS: STAR #1, VANISH CAP

If you've already completed the Vanish Cap Switch Course, you can seek out Big Mr. I. in the haunted house. (If you still need the cap, see page 83.) On the balcony beyond the room with the trap door where you got a Red Coin, you'll find a Blue Block. Before getting started, take a deep breath. Now, hit the block for the Vanish Cap, then sprint back into the room and race to the first area where there is a platform against the right wall. Time flies when you're invisible, so you have to hustle. Perform a wall jump up to the upper loft, pushing to the left on the Control Stick as you hit the wall, then make your second jump. When you're upstairs, race around to the picture of the Big Boo and jump through it. Inside, you'll find a giant Mr. I. Run around him to make him spin, then collect the Star.



5 BIG BOO'S BALCONY

REQUIREMENT: STAR #1

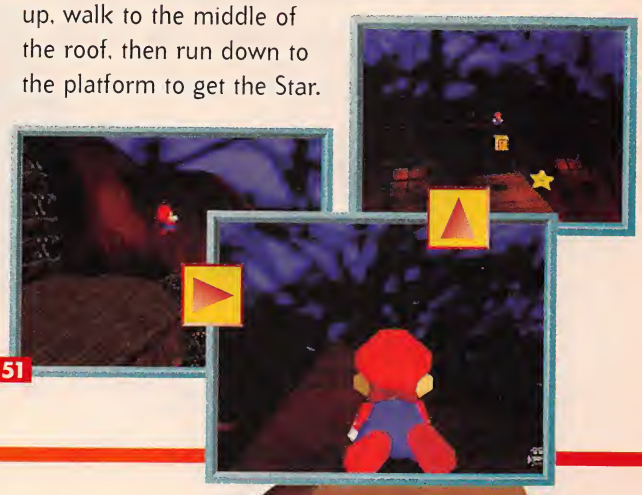
Big Boo never seems to know when to quit. Wall jump back up to the top floor as described in the Big Mr. I. section on the previous page. Outside, on the balcony, you'll find Big Boo. Pound The Ground three times while facing away from your ectoplasmic enemy. The Star will spin off to its waiting position on the roof. You'll have to Long Jump to the dormer, then crawl along the roof's peak to reach the Star.

FROM R PAGE 51

TO S PAGE 51

BEHIND MARIO

Long Jump to the dormer roof and scamper to the top. Now crouch using the Z Button and crawl up to the peak of the main roof. Switch your camera to close-up, walk to the middle of the roof, then run down to the platform to get the Star.

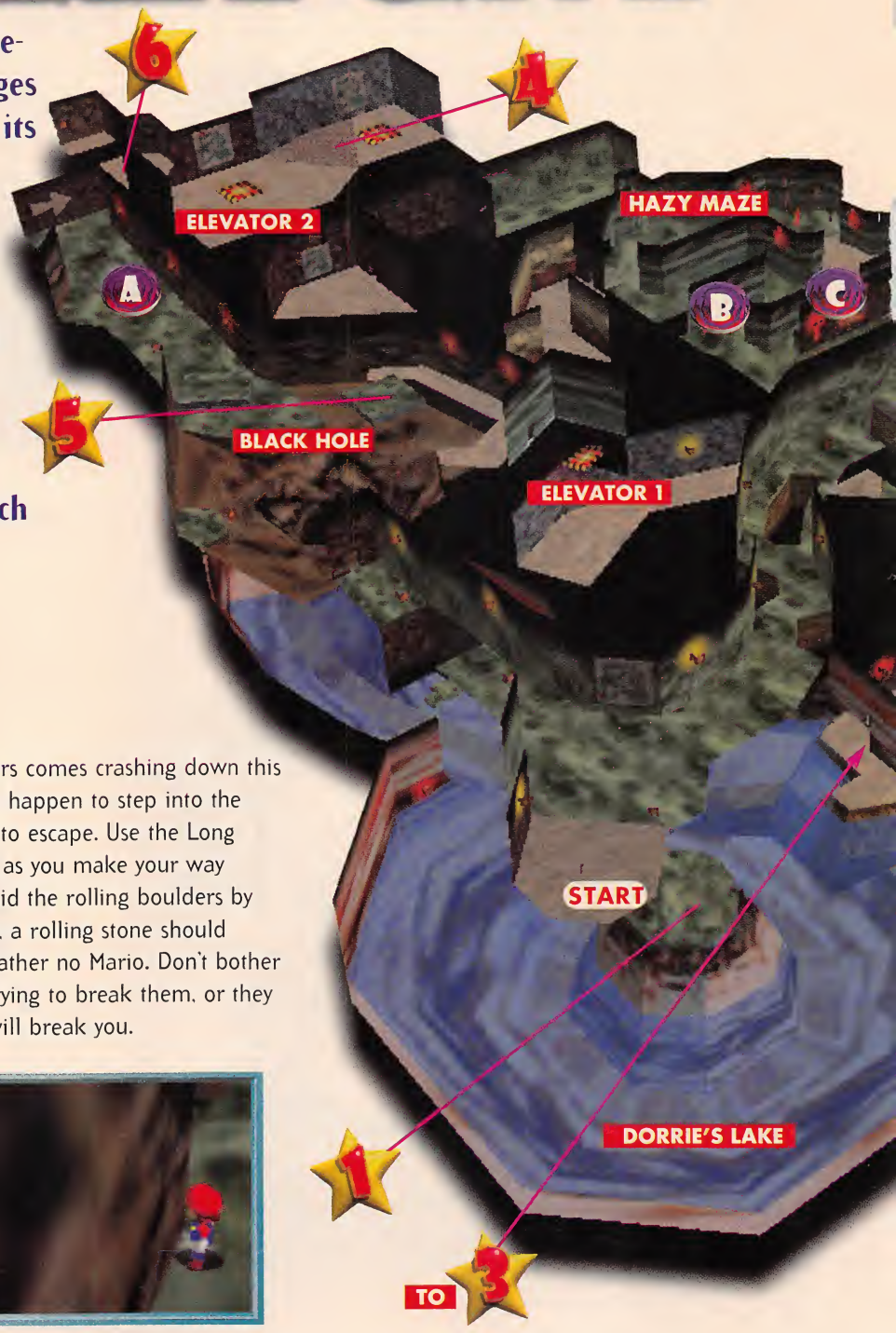


BIG MR. I.

Mr. I., big or small, can be defeated by the extraordinarily simple method of running around him in a circle. Mr. I. tries to follow Mario as he circles about, and he ends up spinning out of control and out of existence. When you reach the Big Mr. I. in the attic of the haunted house, you can use this same method to defeat him and win the Star. The real trick is getting into the hidden room while the Vanish Cap still works.

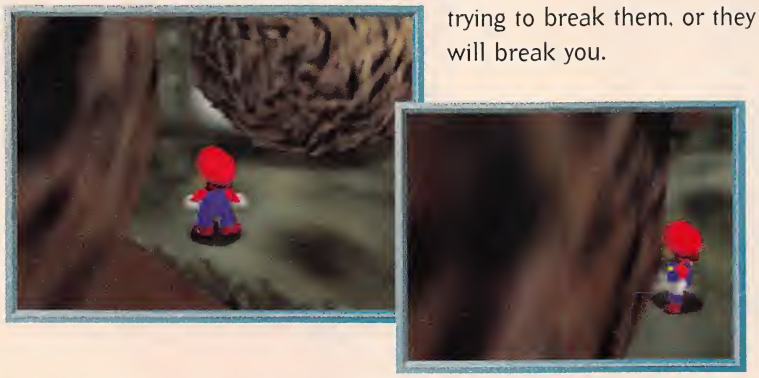
6 COURSE HAZY MAZE CAVE

In the depths of the castle basement lie the dank, dark passages of the Hazy Maze Cave. True to its name, the labyrinth is made up of twisting corridors filled with a haze of poisonous gas. Intrepid explorers may find a subterranean lake inhabited by a friendly blue plesiosaur. A short detour from the main course will also allow you to activate the Green Blocks, which contain the Metal Cap.



A ROLLING STONES

An unlimited supply of huge rolling boulders comes crashing down this corridor to fall into a bottomless pit. If you happen to step into the "Black Hole," do the Jump Kick repeatedly to escape. Use the Long Jump to spring from platform to platform as you make your way around the pit. Once on the other side, avoid the rolling boulders by ducking to the side of the wall. Remember, a rolling stone should gather no Mario. Don't bother trying to break them, or they will break you.



B AIR QUALITY POOR

The Hazy Maze will faze you if you inhale too much of its poisonous atmosphere. If you wear the Metal Cap you will not be hurt by the gas, so you might want to go and activate it before you venture into this area.

E HEAVY METAL HEADGEAR

Do not miss the Metal Cavern! Dorrie the sea dragon will give you a lift to the tall platform in the Underground Lake where you'll find the entrance. Follow the sign to the Metal Cap Switch. It's a good idea to activate the Metal Cap as the first thing you do in this course, since it will help you in parts of the Hazy Maze Cave.

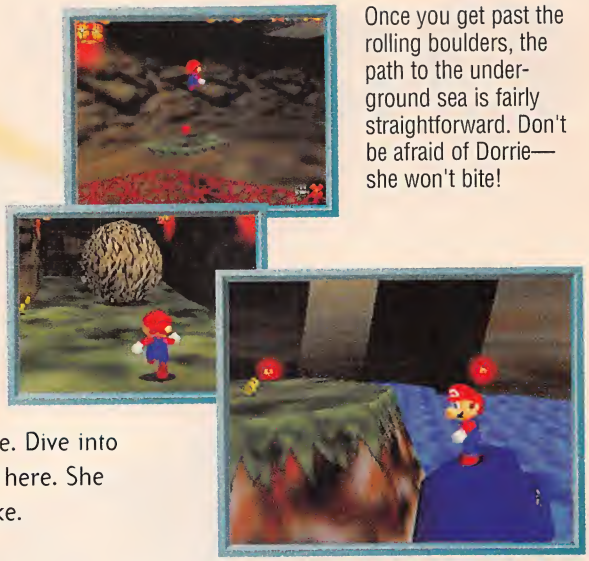
C BLUE COIN CLUE

The Blue Coins are a clue to the location of one of the hidden exits from the maze. Stomp the Blue Coin Switch and then cruise through the maze. The stack of coins will appear in front of one of the exits from the Hazy Maze. The actual exit is high above the maze floor, so you'll have to do a Backward Somersault or Wall Jump to get into it. Of course, the Blue Coins will be valuable when it comes time to collect 100 coins in this course.

D CROTCHETY CONVEYANCE

Hitching rides on goofy moving platforms used to be easy in the old 2-D Mario adventures. Now you've got to control a platform in 3-D space. The antique work elevator of Hazy Maze still runs in a rickety fashion. Step on the arrows to control it, and don't get jostled by its jerky motion, especially when it comes to a sudden stop. You'll have to steer it carefully to get all the Red Coins in this room. Some crafty cinematography with the C Buttons might also help.

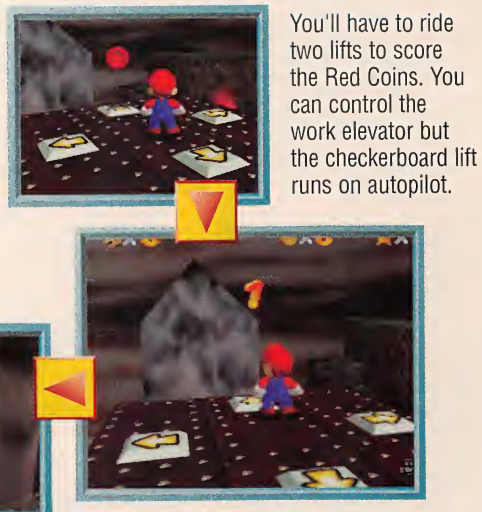
1 SWIMMING BEAST IN THE CAVERN



Once you get past the rolling boulders, the path to the underground sea is fairly straightforward. Don't be afraid of Dorrie—she won't bite!

To reach the subterranean lake, take the left branch of the corridor from the course starting point. Accurate Long Jumping will be essential to making it over the dreaded Black Hole. Head for the corridor where you see the giant boulders rolling out. Stick to the sides of the hall to avoid being crushed. Eventually you'll reach Elevator 2. Take the elevator down and follow the trail down the slope to the lake. Dive into the cool water and seek out the friendly sea dragon, Dorrie, who lives here. She will help you get the Power Star on the island in the middle of the lake.

2 ELEVATE FOR 8 RED COINS



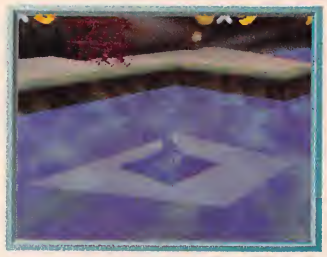
You'll have to ride two lifts to score the Red Coins. You can control the work elevator but the checkerboard lift runs on autopilot.

The 8 Red Coins are suspended in crates and on platforms above the Work Elevator Room. You will need to ride the work elevator through the air to reach a vantage point where you can smash the crates and retrieve the coins. Don't get freaked out by the wobbly nature of the elevator. Step on the arrows to steer it and don't make any sudden moves. It's also a good idea to use the C Buttons to adjust the camera view as you go. Your best bet is to keep the camera focused on what is ahead and to watch for the bars that will knock you off the elevator. Once you have all the coins in the crates, climb the pole to reach the checkerboard lift. It's more dependable than the Work Elevator, but you have no control over it. Watch for more obstacles that can knock you off the lift.

3 METAL-HEAD MARIO CAN MOVE

REQUIREMENT: METAL CAP

To get the third Power Star in Course 6, you will need to have the Metal Cap available. If you haven't already stepped on the Metal Cap Switch, go do it now. At the top of the tunnel that leads down to Dorrie's underground lake, grab the Metal Cap and hustle down the brown trail on the ground to the Purple Switch. Don't waste any time once you have the Metal Cap! Since this switch is underwater, you will need to be wearing the Metal Cap in order to step on it. It will open the gate that covers the door to the Power Star. You'll have to use the Long Jump to leap over several gaps in the floor of the hall that leads to the Star.



You can't get this Star unless you have activated the Green Blocks. You'll need the Metal Cap to step on the underwater Purple Switch.

DORRIE

Ignore the signs that warn about becoming the sea dragon's lunch. Dorrie is as friendly as can be. She will let you ride on her back and will take you anywhere in the underground sea. Face the direction you want to go and Dorrie will change her course to please you. Although it's possible to jump onto Dorrie's head for a higher vantage point, you can also stomp on her back to make her lower her head for easy access.

If you really try to mess with Dorrie she might hurt you, but she's happy to let you ride on her back if you're nice.

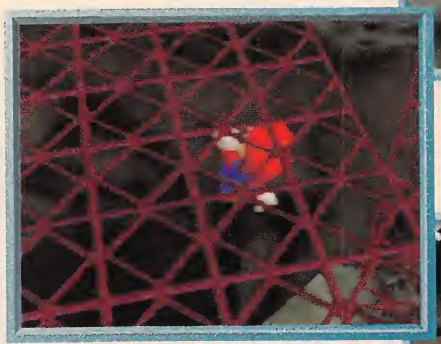
4 NAVIGATING THE TOXIC MAZE

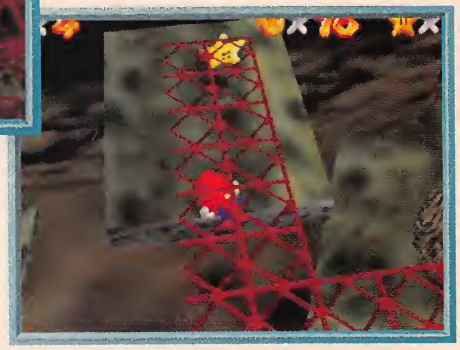
This maze is full of toxic fumes that will hurt Mario if he stands immersed in them for too long. Since the Metal Cap will protect him from the gas, Mario should wear it whenever possible. The map shows the location of the exit to the fourth Power Star. Do a Backward Somersault or Double Jump to reach the opening. Stay close to the wall under the exit, as there are slippery pits in the middle of the passage.

5 A-MAZE-ING EMERGENCY EXIT

It's easy to reach this exit from the Hazy Maze, but once you get out of the maze it's a challenge to get to the fifth Power Star. Suspended above the Black Hole is a grid of red metal. You will need to Double Jump to reach the grid and hold the A Button to grab it. Press the C◀ Button to zoom your view out a far as possible. It will be helpful to see as much of the grid as possible as you climb. Then make your way hand-over-hand (carefully!) to the platform on the right. If you need a 1-up, go over to the left platform first. Either way, the slightest mis-grab will land you in the Black Hole, so go slow and be careful.

Double jump from just below the exit and you'll just reach the edge. The worst is yet to come...





6 WATCH FOR ROLLING ROCKS

You will need to have mastered the Wall Kick to reach the sixth Power Star. First, make your way past the rolling boulders near the Black Hole. There are two nooks above the door that leads to Dorrie's Lake, and the Power Star is in the right one, as you face the door. Wall Kick three times to reach one of the nooks. If you make it to the left nook, Long Jump from there to the right one. Be sure to Wall Kick in the narrow corridor in front of the door. Don't try Wall Kicking in the corridor with the boulders!

MONTY MOLE

Monty Mole and his family make their home in the Hazy Maze. They pop out of their holes, chuck stones at you, and then dive back into the ground. If you defeat any one of them (or pair) eight times, you will be awarded a 1-up. It's easy to do it with the Metal Cap (their stones will still hit you, but you won't be damaged) but you can also do it simply by jumping on their heads without the special cap.

Monty Mole won't give you any coins, but he will cough up a 1-up if you trounce him enough times.

7 COURSE LETHAL LAVA LAND

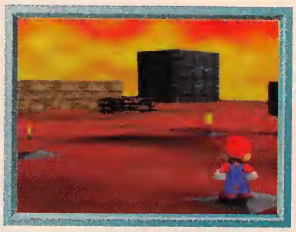
Lethal Lava Land is in a state of perpetual volcanic upheaval. Almost every square foot is flooded with deadly liquid rock. Any platform where it is safe to stand usually doesn't stay safe for long as it bobs up and down in the fiery sea. You'll have to jump quickly and accurately to avoid getting burned. Look before you leap so you can see any potential safe spots on the moving platforms.

FRONT VIEW

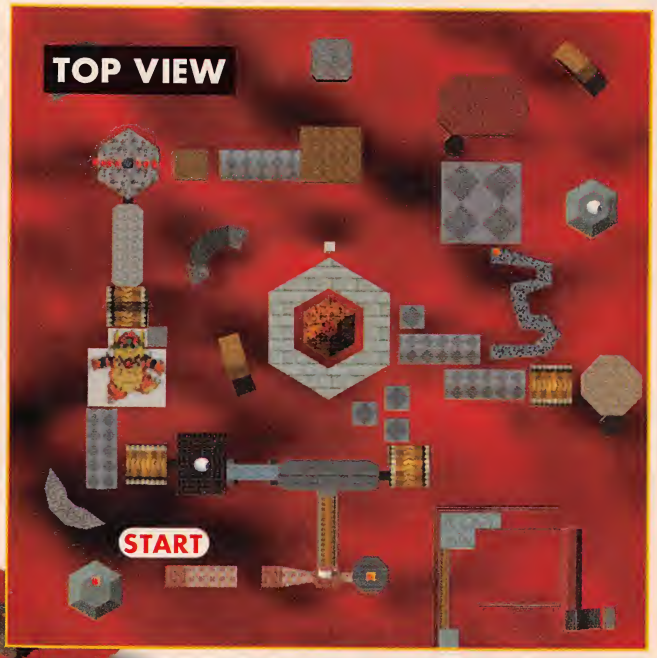
A MARIO VS. THE VOLCANO

Just like Old Faithful, the Volcano in the center of Lethal Laval Land erupts at regular intervals. Just before it blows, the rotating ring platform that encircles the cone will stop spinning. It's best to just stand still and watch the fireworks, because if you move around, you'll get burned.

B FIRE WALK WITH MARIO



Watch your step out there in the lava sea. Most of the platforms rise and fall into the lava, leaving precious little to stand on. In the few places that seem safe, you'll have to watch out for fire jets. Also note that there are some platforms that are difficult to reach unless you fly to them with the Wing Cap or ride the Shiny Shell. The Shiny Shell will be available for Stars 5 and 6.

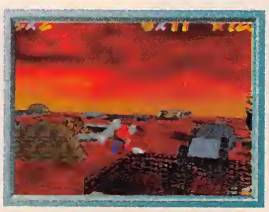


C GO CRAZY FOR COINS

Grabbing a Crazed Crate in a course like Lethal Laval Land would seem to be an insane thing to do, given that there's a good chance the crate will take you for a wild ride out into the lava. However, if you grab the Crazed Crate when you are facing the platform with the pair of Bullies, it will take you over the lava safely and break on the platform. While you don't need the coins inside to collect over 100, they are helpful.

D FLY, AND BE FREE

If you turn around and Long Jump from the starting point of the course, you can reach a small island where you can get the Wing Cap. When you are flying, you will be out of reach of all but the tallest flame sources in the course. The Wing Cap makes it easy to quickly reach any destination, including the Big Bully's platform, the 15-Piece Puzzle or Power Star number four.



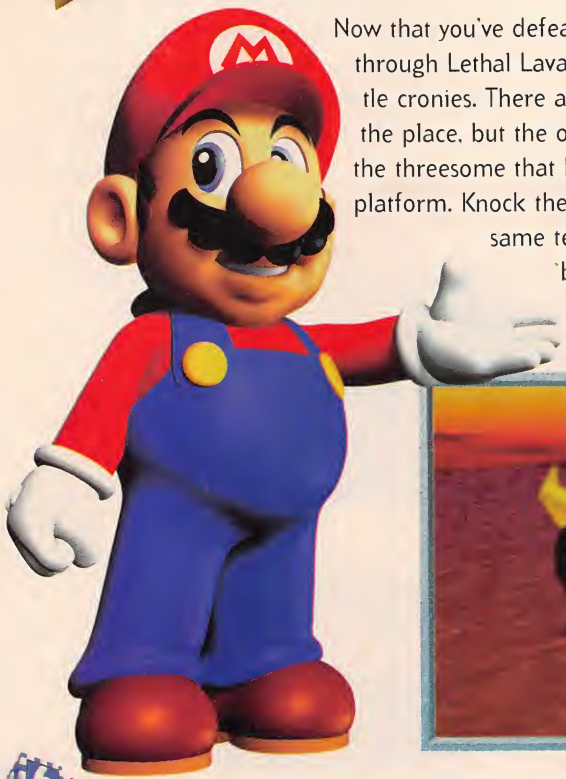
1 BOIL THE BIG BULLY

If you really feel like sparring, you can go at it against the Big Bully, but be warned: he's a heavyweight!

Like the sign says, the key to survival in Lethal Lava Land is to keep cool even if the seat of your pants is on fire. You can still control Mario when his rear end is smoking, so try to steer him somewhere that he can collect a few coins to restore his life. Make your way carefully to the Big Bully's platform. Alternately, you might want to grab the Wing Cap from the Red Block that is behind you when you start the Course and fly to the Big Bully's platform.

2 BULLY THE BULLIES

There are plenty of dangerous platforms in Lethal Lava Land. The center is usually the safe place to be if things start getting hot.

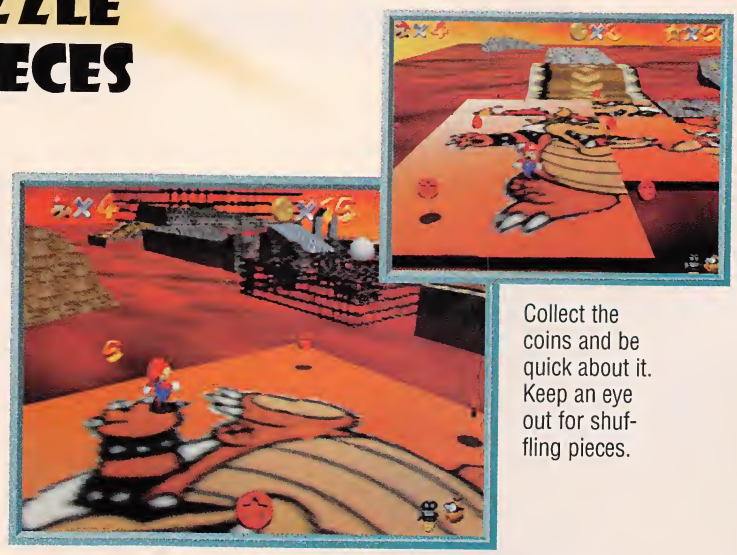


Now that you've defeated the Big Bully, you have to go through Lethal Lava Land and defeat some of his little cronies. There are gangs of little Bullies all over the place, but the one group you need to beat up is the threesome that hang out near the Big Bully's platform. Knock these smaller Bullies out using the same technique you used against their boss. Get ready for a rematch with the Big Bully once you beat the little Bully platoon!

Wait for the Bully platoon to charge you, and at the last second Backward Somersault over them. If you time it right, they should go right into the lava!

3 8-COIN PUZZLE WITH 15 PIECES

There is no real puzzle here: all you have to do is collect all eight Red Coins to make the Power Star appear. Watch the pieces of the puzzle closely—they will jiggle a little before they slide. If you fall in the lava, steer back onto the puzzle and collect coins to soothe your burn. A good trick is to grab the Wing Cap near the Course's starting point and use it to fly to the puzzle. In fact, you can use the Wing Cap to fly to almost any of the targets in this Course.

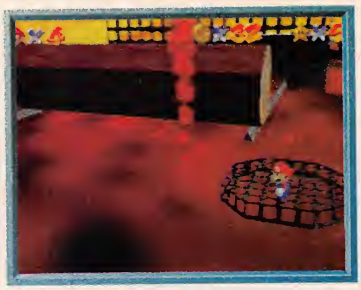


Collect the coins and be quick about it. Keep an eye out for shuffling pieces.

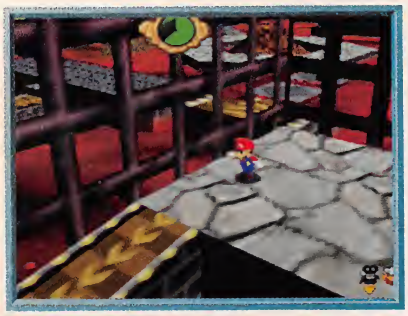
BIG BULLY

It's best not to get into a slugfest with Big Bully. He's a whole lot bigger than you and will probably wear you out. To easily defeat him, stand on the edge of the platform looking out into the lava. Just as Big Bully is about to hit you, jump straight up so you land on his head. Olé! If you time it right, you will knock him into the lava with one hit! He may even just run under you off into the lava.

4 RED-HOT LOG ROLLING



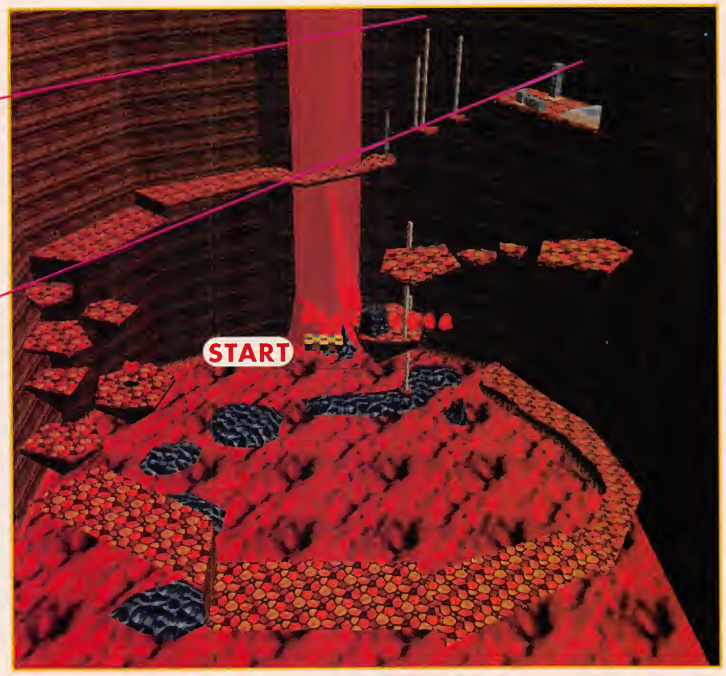
Unless you use the Wing Cap to fly to this Star, it can be tricky to reach. Taking conventional means, make your way past the pair of Bullies to the wire platform in the lava. Ride the platform to one end of the rolling log. Here's where Mario proves he may have lumberjack blood in his veins. Jump onto the log's upper left so that it starts rolling to the left. As the log rolls, make your way across it to the other end. Don't over-compensate for the log's rolling and you won't fall off. Jump for the platform and then walk to the Star. If you fall into the lava while you're on the log, you might try steering Mario towards the platform. Sometimes you can make it to the ledge as you yelp in pain.

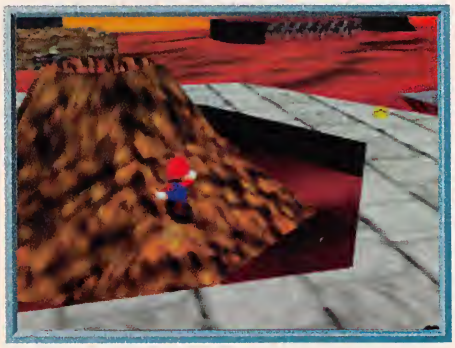


5 HOT FOOT-IT INTO THE VOLCANO

It's no Krakatoa, but the volcano in the center of Lethal Lava Land is dangerous enough when it's erupting. In between spews, Mario can safely jump directly into the volcano's cone! While the volcano erupts, the ring platform surrounding it will stop rotating. It's safest to stand still during the eruption, so turn your view to face the volcano. When it stops, jump for the opening. There are two Power Stars inside the volcano, and you will have to master jumping from poles in 3-D to have any hope of getting them.

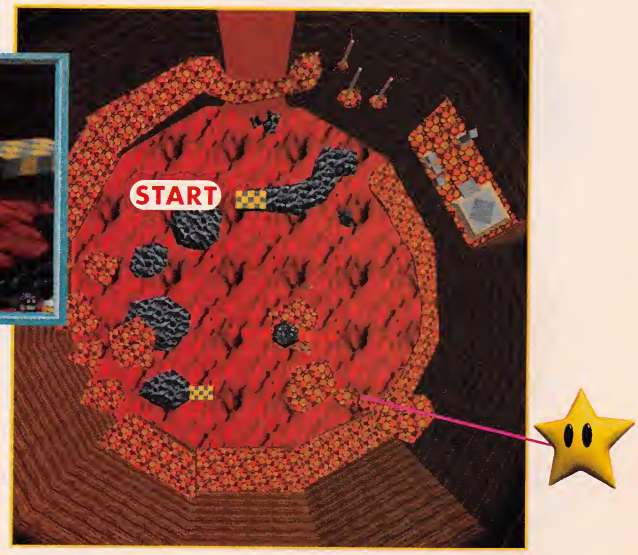
FRONT VIEW
INSIDE THE VOLCANO





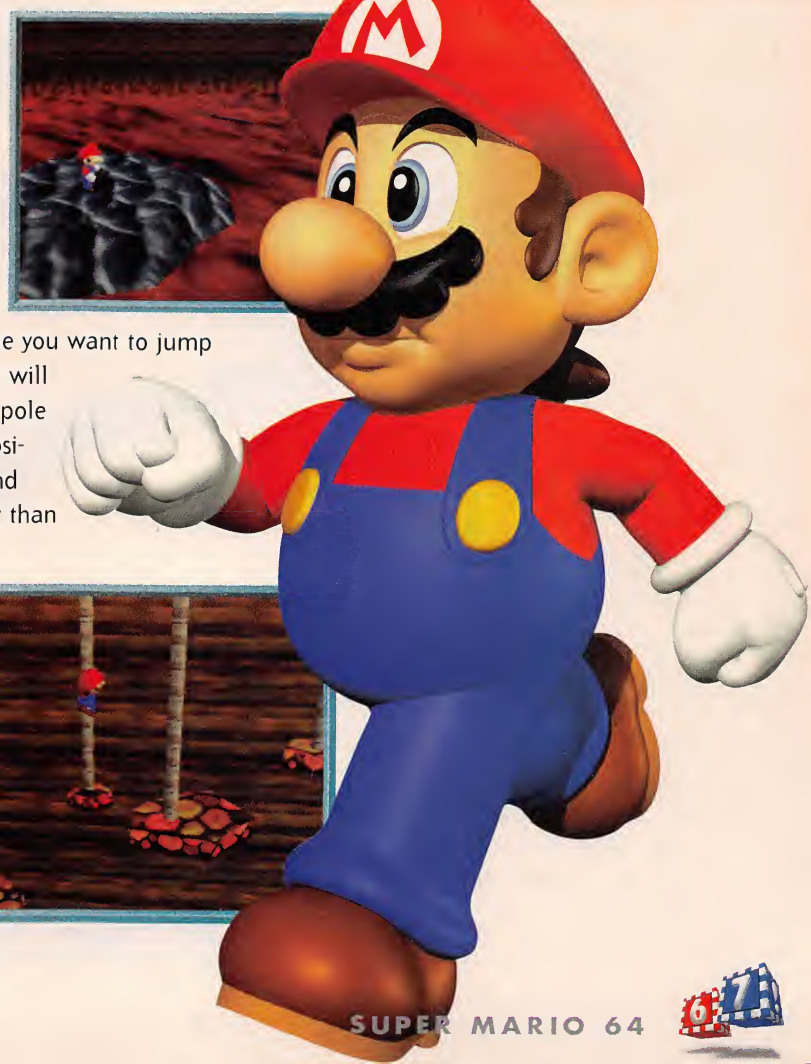
6 INSIDE THE VOLCANO

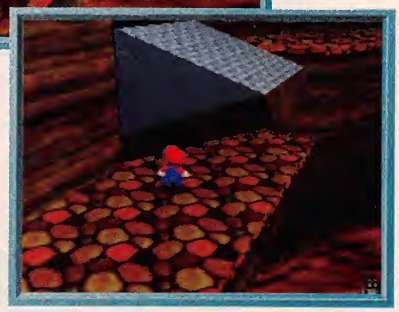
TOP VIEW
INSIDE THE VOLCANO



You'll have to ride two moving platforms to the top center of the volcano to get the sixth Power Star. Use the C Buttons to adjust your view so you can see what is happening. Time your jump from the pole so you don't get hit by the spinning fire bar. At the top of the second pole you'll have to jump on some tiny platforms so take it slow.

To get the fifth Star, follow the ledge up the side of the volcano's interior. Watch out for fire jets and Bullies! There's also a point where a hidden smasher will come out of the wall, so look out for suspicious cracks in the stone. In case you take damage from any of these obstacles, there is a Spinning Heart on one of the platforms about halfway up that blends into the red-yellow color of the rocks. Near the top you will come upon several platforms with poles. Climb the poles, and before you jump, rotate Mario so his back is pointing towards the pole you want to jump to. If you do a Handstand at the top of the third pole, you will make a 1-up appear, but it's best not to jump to the next pole from the Handstand position, since the handstand jump goes a bit farther than a regular pole jump.





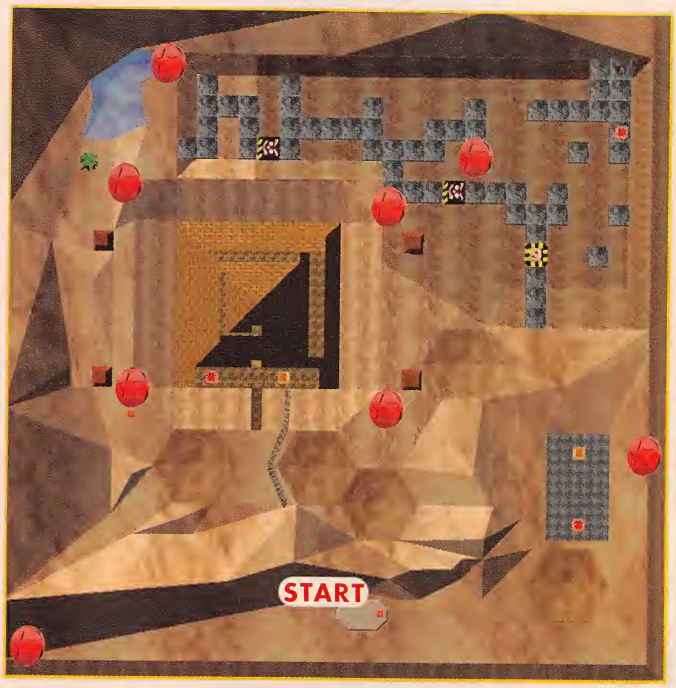
8 COURSE SHIFTING SAND LAND

Shifting Sand Land is really two courses in one: the outdoor Shifting Sand Land and the interior of the Ancient Pyramid. Who knows what wonders Mario will find inside the pyramid, or what curse he might awaken?! In this course, you will have to beware of two types of dangerous quicksand. You can escape the suction of the quicksand in the circular pools by jumping around, but there is no escape from the quicksand surrounding the pyramid and the Tox Box maze!

A TOX BOX MOXIE

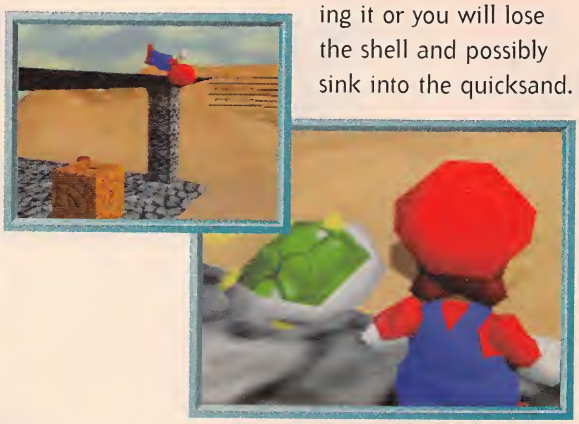
The Tox Boxes block access through the maze-like course of stepping stones over a large field of deadly quicksand. It's pretty easy to avoid the Tox Boxes, but if one is bearing down on you and you can't get away, make sure you position yourself so it comes down with the opening on top of you. It's safe to stand inside the boxes.

TOP VIEW



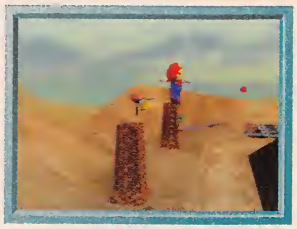
B SHRED OR CRASH AND BURN

On top of the platform near the start of the course, you will find two blocks: a Red Block containing the Wing Cap and a Yellow Block with a Shiny Koopa Shell inside. The advantages of the Wing Cap are easy to see. Because this course is so wide open, it allows you to fly anywhere, even to the top of the pyramid. The Shiny Shell will also take you anywhere, even over the deadly quicksand. However, you must be careful not to crash into any walls while riding it or you will lose the shell and possibly sink into the quicksand.



C DO THE TWIST

Near the entrance of the pyramid you will encounter a high wind zone. The storm is so powerful it can lift you spinning into the air. This can be useful, but be careful if you're floating near the pyramid. If you hit one of the sloped sides, you will stop flying and most likely slide down into the quicksand around the pyramid base.



D STOP THIS CRAZY THING!

Be careful when you grab the Crazed Crate at the beginning of the course. It can take you out into the quicksand if you grab it from the wrong angle. If you're going for the 100 coins, it's important to get the ones inside the crate, so it's worth the risk.

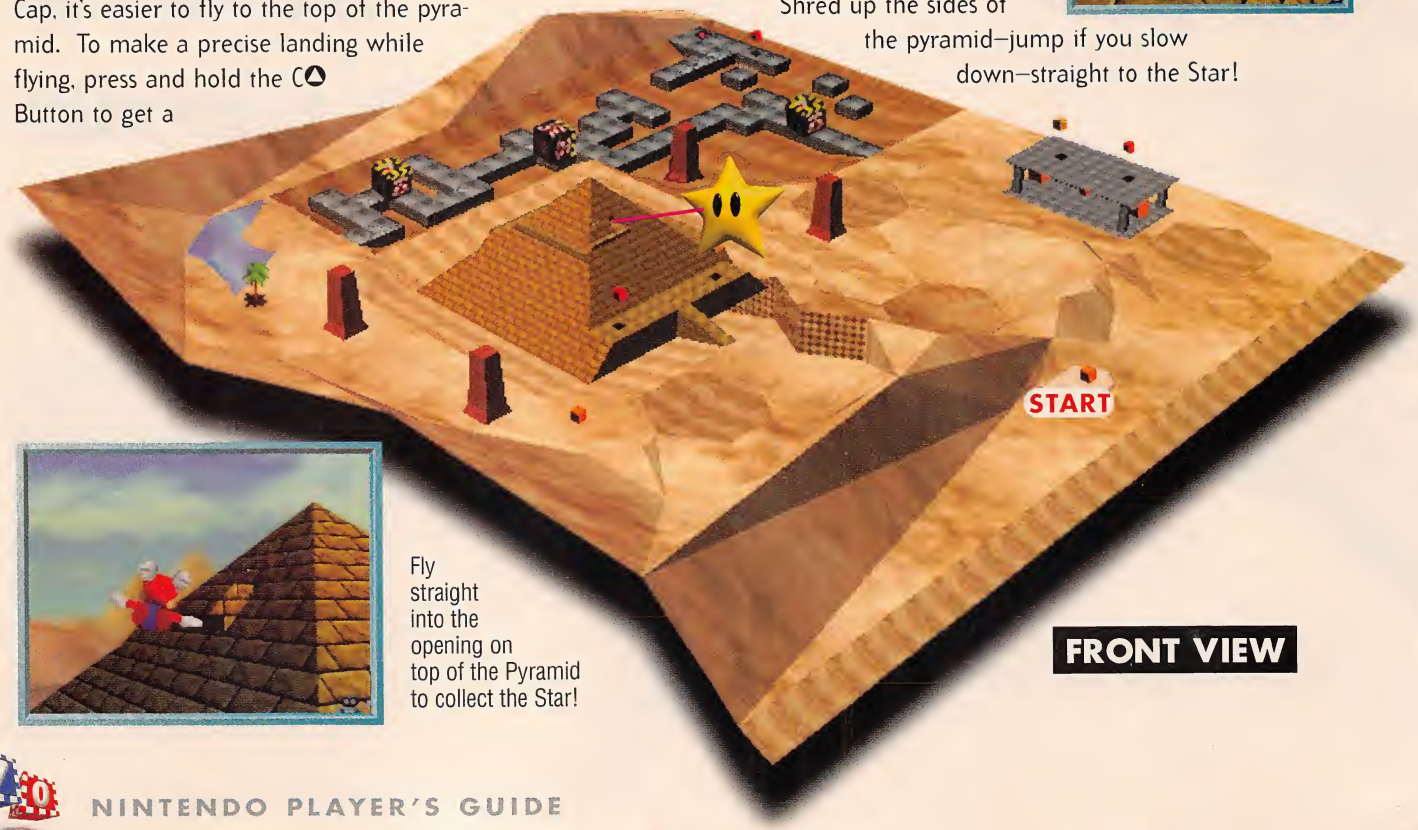
1 IN THE TALONS OF THE BIG BIRD

Soaring over the searing sand, Klepto the Condor holds the course's first Star in his clutches. Make your way through the desert, carefully navigating the Tox Box maze. If you take any damage, go jump in the oasis to heal yourself. Don't miss the 1-up that appears when you do a handstand on the palm tree. Notice that you can run straight up the side of the brick towers. Climb to the top of the first tower on the other side of the maze and from there jump onto or into Klepto to make him give up the Star.

2 SHINING ATOP THE PYRAMID

If you don't stay on the straight and narrow path, you may end up sliding down the side of the pyramid to your doom!

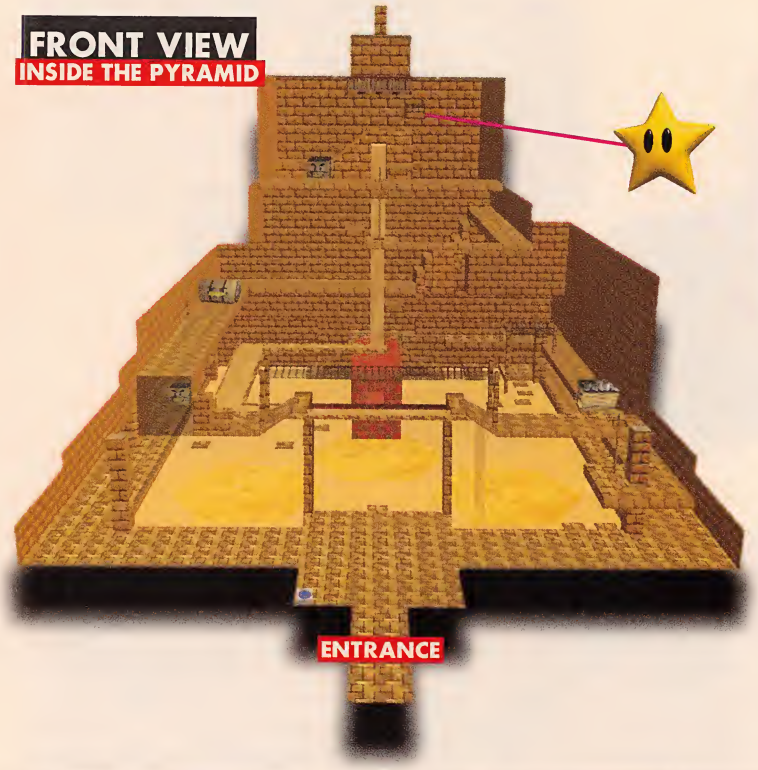
There are three ways to capture this Star. One path is to follow the ledges that snake up the sides of the pyramid. This wouldn't be so tough, if it weren't for a couple of fiery traps and a pesky Fly Guy who will try to burn you on the way. If you have access to the Wing Cap, it's easier to fly to the top of the pyramid. To make a precise landing while flying, press and hold the C▲ Button to get a top view. When your shadow is on the place you want to land, press the Z Button to make a pinpoint landing! The third way to get to the top is to ride the Shiny Koopa Shell. Shred up the sides of the pyramid—jump if you slow down—straight to the Star!



Fly straight into the opening on top of the Pyramid to collect the Star!

3 INSIDE THE ANCIENT PYRAMID

The third Star is inside the ancient pyramid—and what would an ancient pyramid be without a tomb-load of traps? The path to the top of the interior, where you'll find the third Star, is straightforward. You can safely touch the Grindels (big mummy blocks), and getting on top of them may be helpful at times. Spindel, the large rolling mummy block, will roll right over you, but, thankfully, there is a small alcove that you can duck into as he rolls past.



LIMITED VIEW

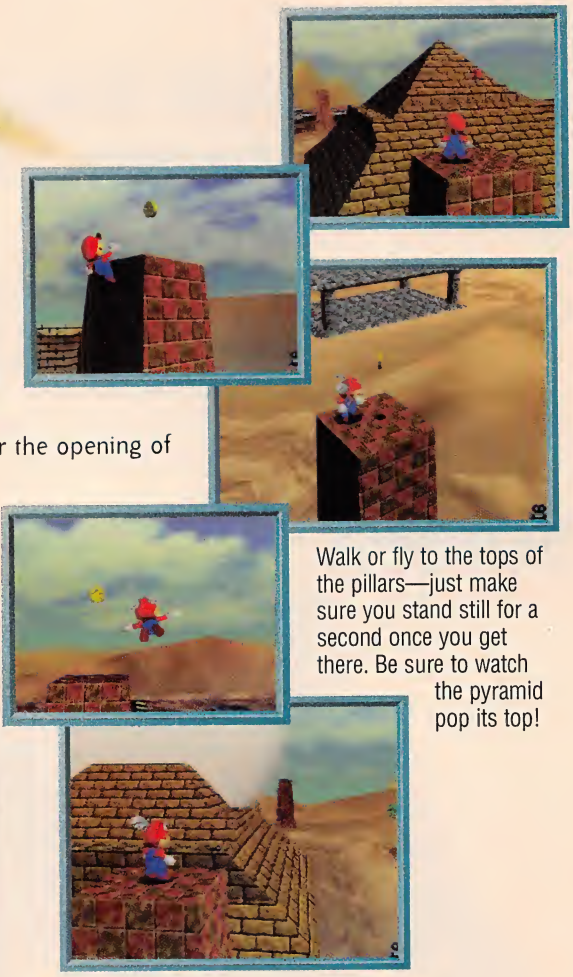
The walls of the pyramid may restrict your control of the camera somewhat. You can usually adjust it enough in the Lakitu view to see what's ahead. When you're in the alcove waiting for Spindel to roll by, for example, you'll want to rotate the camera so you can see him coming. The interior is impressive, so stop and look around!

KLEPTO THE CONDOR

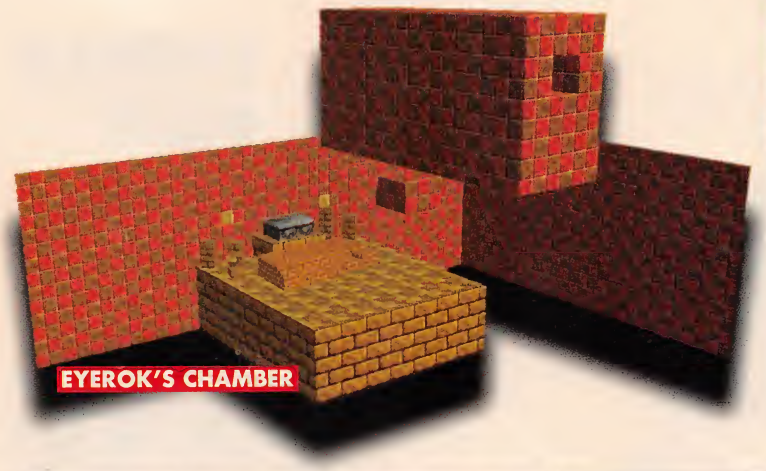
As his name suggests, Klepto is a thief. When you first enter this course, he will have one of Bowser's Power Stars in his clutches. It's not very tough to make him give up this treasure, though. Just jump into him from the top of the tower. When you reenter the stage, though, you'll want to watch out for Klepto. He'll try to get back at you for swiping his Star by stealing your hat!

4 STAND TALL ON THE FOUR PILLARS

To the one who stands on all four pillars, a great secret will be revealed... Fly to the pillars that are out in the quicksand. Use the Wing Cap, and press and hold the C▲ Button to get an overhead view. Press the Z Button to stomp to a pinpoint landing when your shadow is on the place where you want to touch down. You need to stand still on the top of each tower (you can't just run over them) in order to trigger the opening of the top of the pyramid.

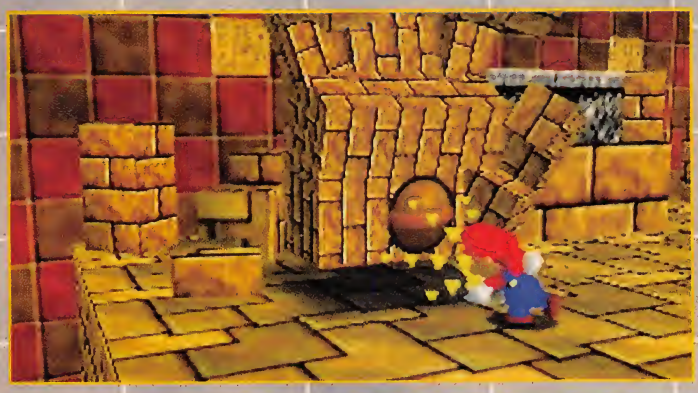


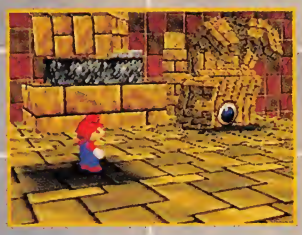
Walk or fly to the tops of the pillars—just make sure you stand still for a second once you get there. Be sure to watch the pyramid pop its top!



EYEROK

If you have already explored the interior of the pyramid, you have probably noticed the large block of red bricks in the sand floor. If you enter through the top of the pyramid, you can ride a platform down into the center of the interior. Jumping from this platform will allow you easy access to the opening in the red Eyerok's block. (There are other ways to get into the opening but using the platform is probably easiest.) Once you're inside the red brick block, a short tunnel will lead you to the lair of Eyerok, the ancient guardian of the pyramid. Climb around on the stones for a few seconds to awaken him. To beat him, hit him in the eyes with a punch or dive when he opens them. He's slow and not very tough to avoid, but he packs a wallop. Two hits from his fists will do you in.

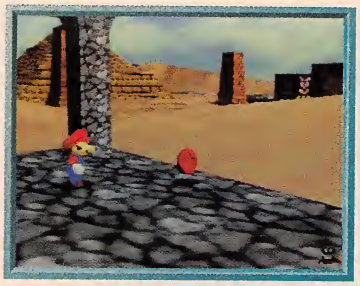




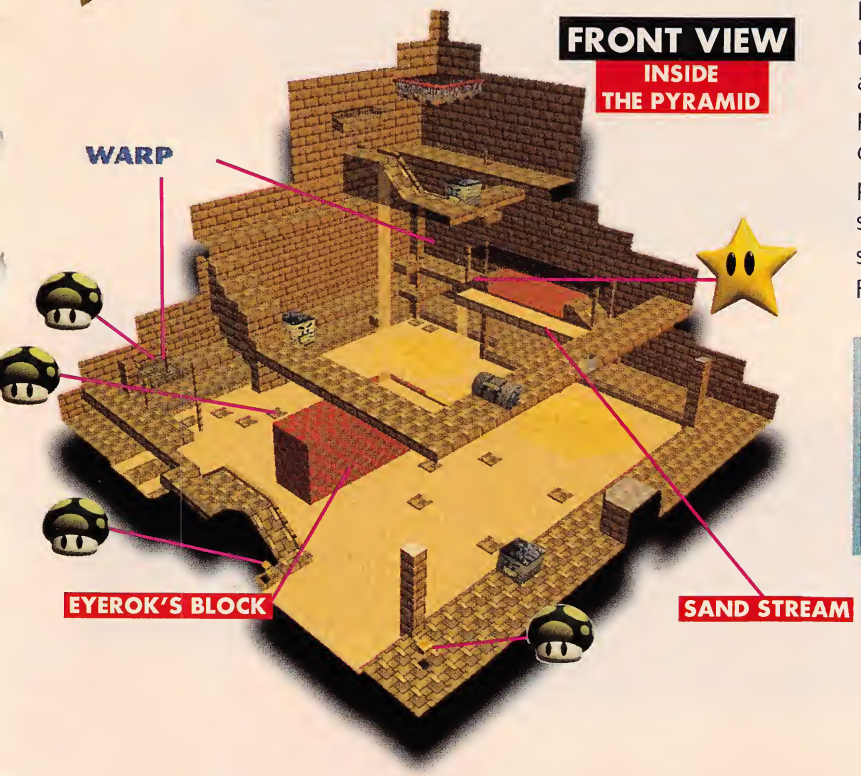
5 FREE FLYING FOR 8 RED COINS

REQUIREMENT: WING CAP

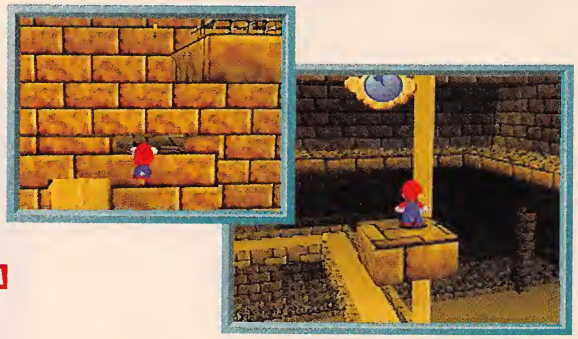
You will need the Wing Cap to collect all 8 Red Coins. Conveniently enough, there are three Red Blocks in the course: the one on top of the platform near the start, the one near the pyramid entrance, and the one in the Tox Box maze. Taking off from the top of the towers will give you enough altitude to collect the coins.



6 PYRAMID PUZZLE



There are five special coins inside the pyramid that will make the Red Numbers appear when you snag them. The first three you should get are on platforms that float next to the tall cascade of sand that spills from the pyramid's ceiling. To get onto these platforms, climb to the platform below the third Power Star. You'll notice that there is a small gap in the railing around this platform. Walk off the edge and drop down from that gap to land on the first platform. Make a very slight jump to the other side of the sand cascade and fall down onto the next platform. The third platform is below on the other side of the cascade. From there, jump to the sand stream and ride it to get the last two coins and the Power Star.

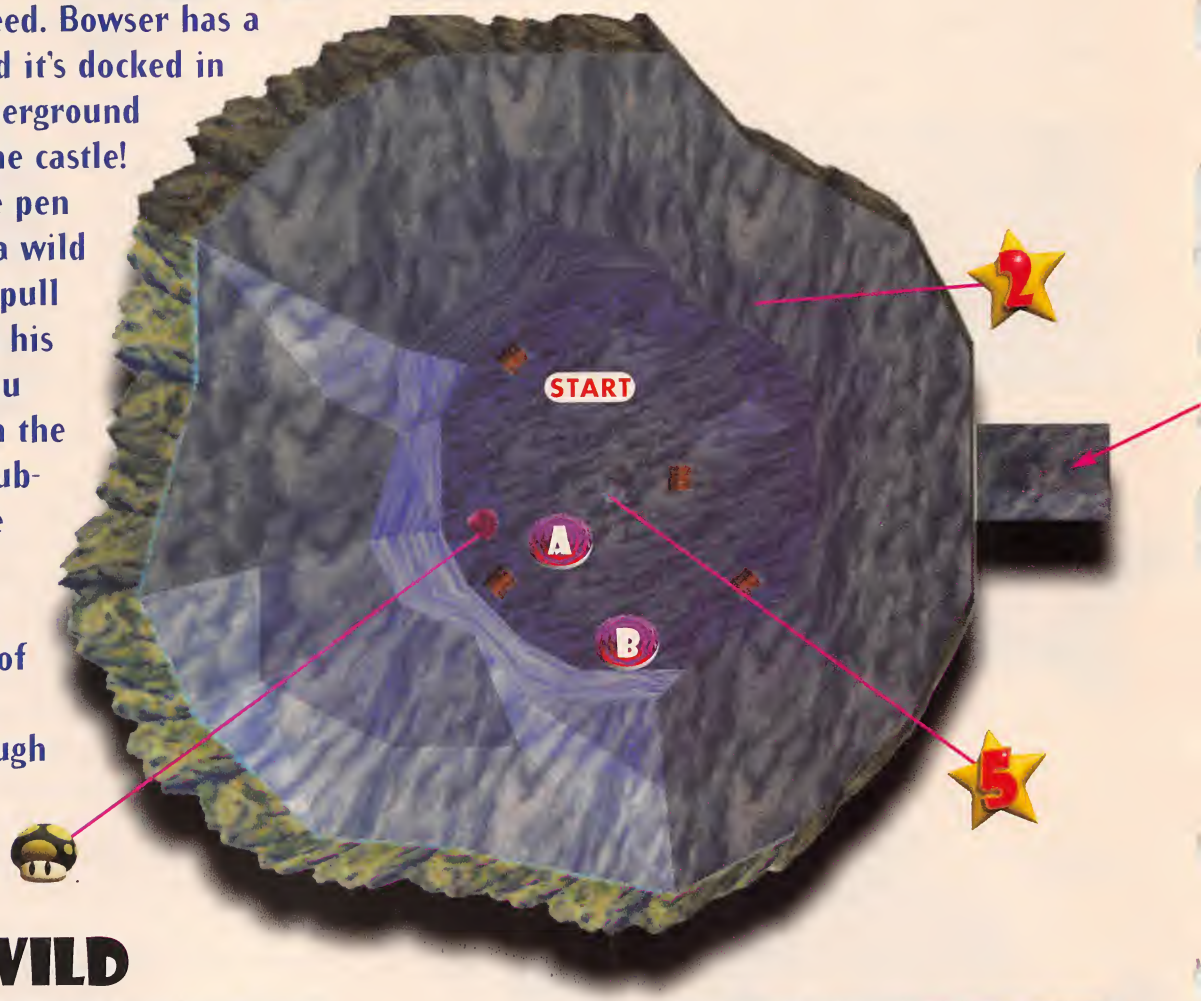


HUMAN CANNON-BALL

The cannon in the Tox Box maze can be useful for collecting the 8 Red Coins. Aim to just above the palm tree and you will be on course to make a circle and collect the four coins in the sky. Remember, you fly a lot faster when you have been shot out of the cannon, so don't oversteer.

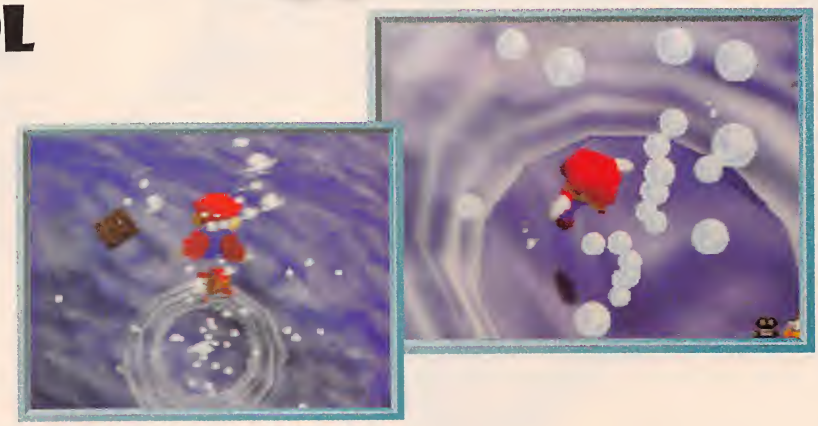
9 COURSE DIRE, DIRE DOCKS

Dire news indeed. Bowser has a submarine, and it's docked in one of the underground chambers of the castle! The submarine pen is guarded by a wild eddy that will pull Mario down to his doom. After you beat Bowser in the Fire Sea, the submarine will be gone, to be replaced by a tricky course of moving poles that can be tough to master.



A WILD WHIRLPOOL

Don't swim too close to the whirlpool at the bottom of the entrance area of the course. It can quickly pull you to your doom. As long as you don't go too close to the center you should be able to swim free of the suction. Because of the current generated by the powerful whirlpool, it can be difficult to swim straight in this pool.



B SUSHI THE SHARK

Mario is a small fry to Sushi. It's easy to avoid this shark, and since you can't defeat it, that's the best course of action. If you get in its way, it will only bite you, and you don't want that.

C SUBMARINE DOCKING PORT

This picture of King Koopa blocks a warp that will take you outside of the castle. Perhaps this is where the King intends to launch his sub to rule the seas of the Mushroom Kingdom! Once the sub is gone, the port will open and allow you access to this exit. Since it takes you out of the castle entirely, there's no real reason to use it.

D STAIR TRIGGER

Step on the Purple Switch to make two temporary stairways appear. When using these stairs, don't be impatient or you will probably fall off. One set of stairs is convenient for boarding the submarine; the other helps reach the motorized poles that hover above the submarine pen once the sub has departed. That is where your true jumping challenge will begin.

1 BOARD BOWSER'S SUB

Maybe King Koopa thinks his sub is so well hidden no one will ever find it. In fact, you won't be able to enter Dire, Dire Docks until you have 30 Power Stars. Once you're in there, to reach the sub you'll need to swim through a long underwater tunnel from the entrance area. In the cave with Bowser's sub, climb onto the platform that rings the chamber and find the Purple Switch. Step on the switch to make a temporary gangplank to the sub appear. Dash across, and you'll find the first Star on the other side of the sub's conning tower, practically in plain sight.

The sub looks impressive until you discover that there's no way to get into it, and there doesn't appear to be anyone home. Collect the Star and move on.

2 CHESTS IN THE CURRENT

To get the second Star, you must open the four chests around the bottom of the whirlpool in the proper order (shown on the map). Because of the current, it is not possible to tread water; you'll have to swim constantly to stay out of the whirlpool. This can make it difficult to line up with the chests to open them! The fourth chest is the most dangerous because it's so close to the whirlpool. Approach it from the bottom and swim up the slope.

As soon as you open the fourth chest, the Star will appear. Start swimming immediately to get out of the current's clutches.

3 POLE-JUMPING FOR RED COINS

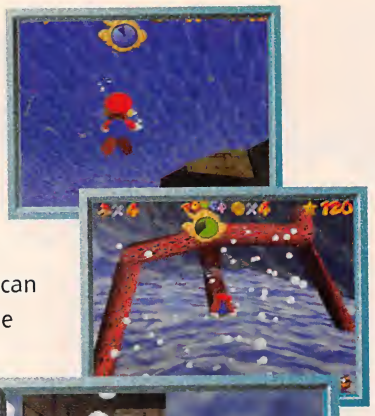
REQUIREMENT: BEAT BOWSER IN THE FIRE SEA

You won't be able to get the Red Coins until you have beaten Bowser in the Fire Sea. The entrance to that level is conveniently located near Dire, Dire Docks. Once you defeat Bowser in the Fire Sea, the sub will be gone from the docks, and in its place you'll find moving poles hovering over the empty submarine pen. In order to use these moving contraptions to get all the Red Coins, you will need to use all of your pole jumping skills! Step on the Purple Switch on the ledge to make stairs appear that lead to the initial jumping-off point. From there you can reach two different moving poles.

CHANGE YOUR POINT OF VIEW

The key to success on the poles is to switch your view so you can best see when they are perfectly aligned. Use the C buttons (◀ and ▶) to swivel your view around the poles so you see the action from a side view. You want to be able to see when one of the poles moves in front of the other, because at that point they will be lined up. It's too difficult to judge when the poles are lined up if you are looking at them when they are side-by-side. Turn Mario so that his back is facing in the direction you want him to jump. When the poles are aligned, jump!

4 THROUGH THE JET STREAM



REQUIREMENT: METAL CAP

To make the Star in the jet stream appear, you will need to swim through five of the bubble rings that rise from the source of the jet stream and collect the five red numbers. The easiest way to do this is to let the rings come to you. You can tread water at the top of the jet stream. It can be difficult to tell when you are in the correct position, so you may need to adjust the camera view. Once you find the place, just sit there until five bubble rings rise up, giving you all five of the Red Numbers. Then go get the Metal Cap from the block along the edge of the cavern, walk down into the jet stream and collect the payoff!

5 THE MANTA RAY'S REWARD

You'll know you navigated through the ring correctly when the red number appears.

Here's another reward you can win for swimming through bubble rings. The Manta will leave a trail of rings in its wake as it swims around the whirlpool. If you manage to swim through five of the rings in close succession, the fifth Power Star will appear at the top of the whirlpool. Be careful—don't focus so much on following the Manta that you swim into the whirlpool, though.

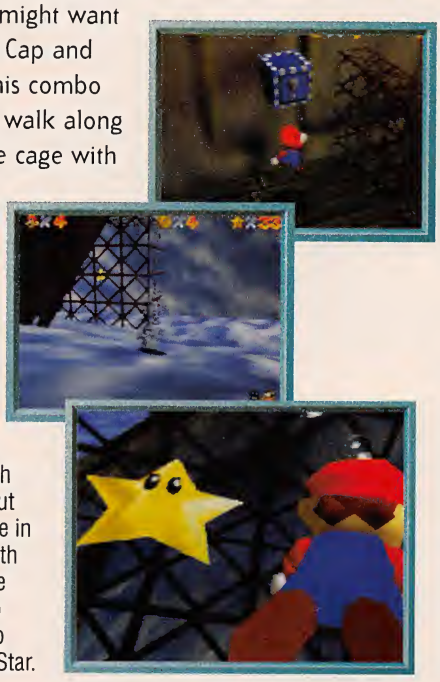
MANTA

Be careful when you're following the Manta, as his barbed tail will damage you. Luckily, you can get oxygen from his bubble rings, so you can continue to follow him for a long time. In order to make the Star appear, you will have to swim through the center of five rings. If you touch the side of a ring or miss it altogether, you will have to start over.

6 COLLECT THE CAPS

REQUIREMENT: VANISH CAP

You can get the sixth Star only if you have already activated the Vanish Cap. Grab the Vanish Cap on the ledge at the edge of the room and swim down to the cage to grab the Star. If you make it before the Vanish power runs out, you can pass through the bars and grab the Star. If you're not very good at swimming or navigating underwater, you might want to get the Vanish Cap and the Metal Cap. This combo will allow you to walk along the bottom to the cage with the Star inside.



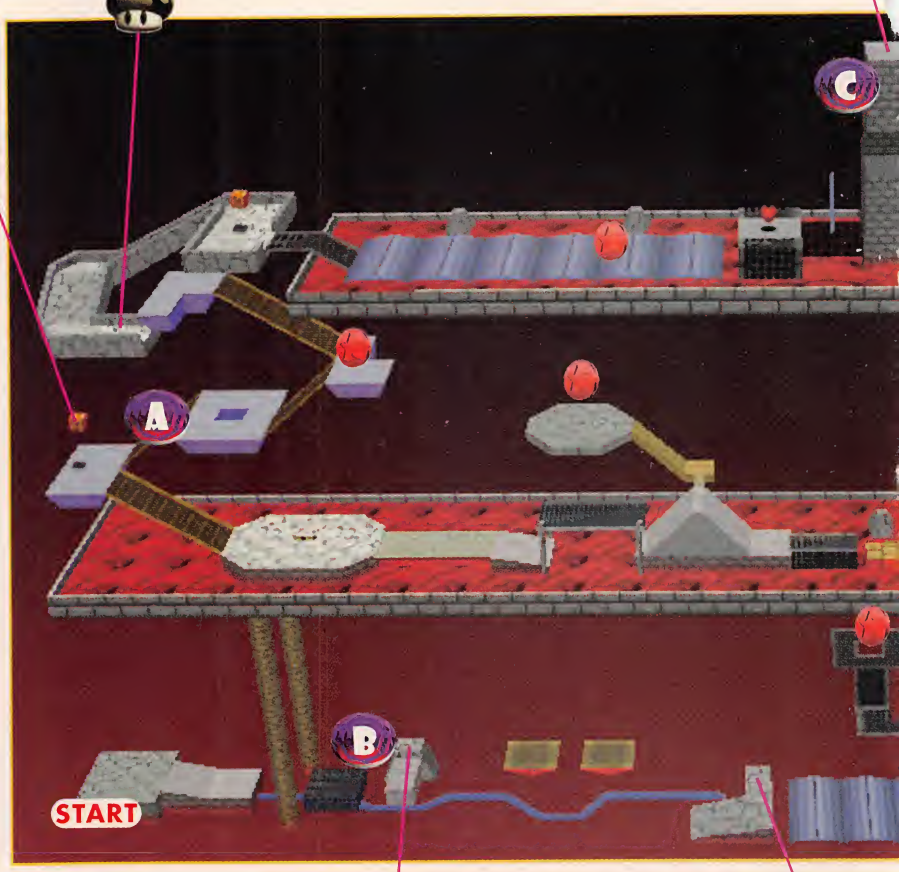
If the Vanish Cap runs out when you're in the cage with the Star, the only way to escape is to collect the Star.

UNDERWATER CAMERA TRICKS

When you are underwater, the C Buttons adjust your view differently from when you are on land. Holding down the C◀ and C▶ Buttons will swivel your view around you from side to side. The C▲ Button will swivel to give you a top down view of Mario, and the C▼ Button will give you a bottom-up view. Press and hold the C▲ Button to get the best view on the rising bubble rings.

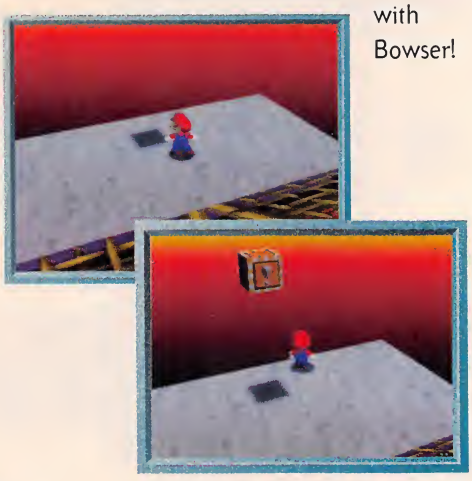
BOWSER IN THE FIRE SEA

Hot stuff, baby! Bowser's back and this time he's chosen a fiery world to hide out in. You'll have to adjust the camera angle often in this course to get the best view of the action. Remember where the Spinning Hearts are in case you fall into the lava.



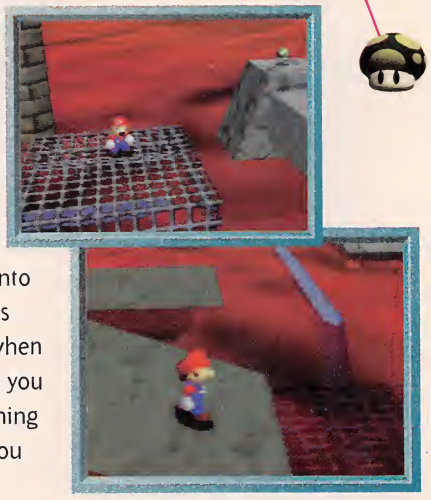
A GOING UP OR GOING DOWN?

The platforms and walkways here are slowly rising and falling, although it can be difficult to tell without a visual reference. The Yellow Blocks will give you your best clue that the platforms are moving. You'll have to wait for the platforms to move into position before you can continue your trek upwards to your second confrontation with Bowser!



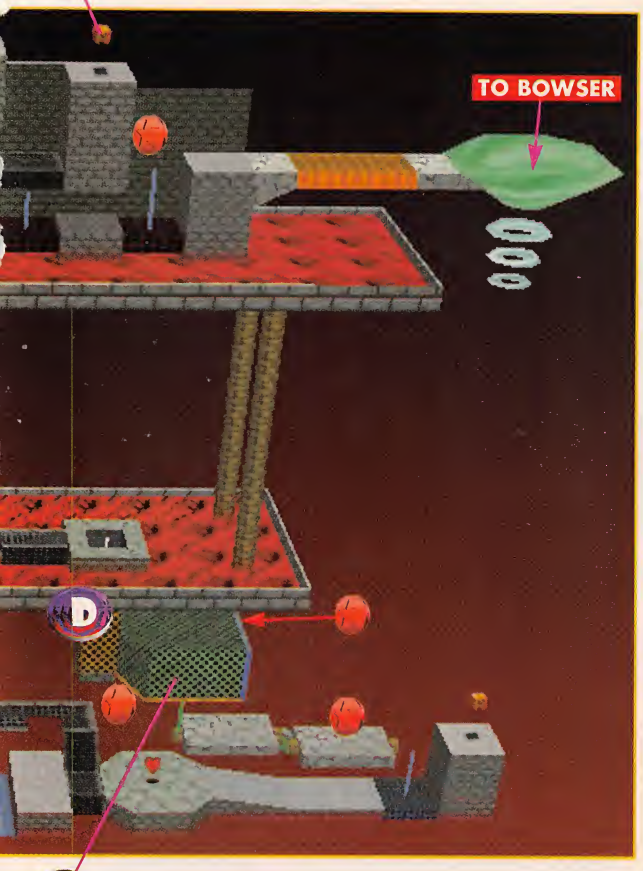
B LAVA LIFT

Look alive while you ride the wire platform through the lava. It has a tendency to dip beneath the lava or go underneath obstacles that will knock you off into the lava. There are two wobbly platforms nearby that you can jump to for safety when the moving wire platform goes under. If you make it past the Bully, you'll find a Spinning Heart where you can soothe any burns you might have sustained.



POWER STAR FOR 8 RED COINS

When you collect all eight of the Red Coins in this course, the Power Star will appear on top of the tallest tower. Getting the Red Coins is task enough, but it can also be tricky to get up to the top of the tower. First you'll have to Wall Kick to the middle tower. From there, you can Long Jump to the taller tower, or you can go along the thin wall. Take it slow if you walk–you might even want to crawl!



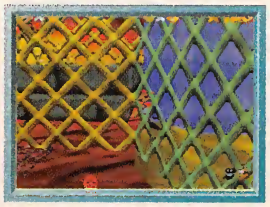
Bowser starts his assault by body slamming the world, causing it to tilt wildly!

BOWSER!

The first time you met Bowser, he was a cinch to beat. He even told you how to do it! You have to use the same technique to beat him, but this time he's not going to make it easy for you to reach his tail. There are two main openings for grabbing his tail. After Bowser lands from his stomp, there will be a short time where he just stands there. If you can get into position, you can grab his tail quickly. If you miss this chance, Bowser will charge you if you run away from him. Back flip over him when he gets close, then you'll have another opening to grab his tail.

DON'T TAKE THE LIFT!

Hidden under the lift you will find a Red Coin. Step onto the lift to make it go up, then step off. When the lift has gone up, jump down through the hole to collect the Red Coin. Even if you take damage from the fall, you can run through the Spinning Heart below to make a quick recovery.



SECRET STARS AND CAPS

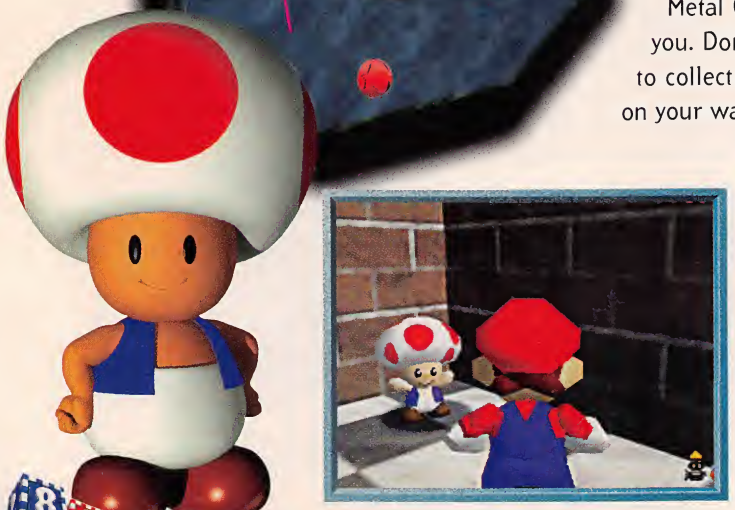
There are several Secret Power Stars hidden in the castle basement and the courses connected to it. Two of these hidden areas will let you activate the Wing Cap and Metal Cap, so you can't afford to miss them. To get to the Vanish Cap course, stomp the two square pillars at the end of the course next door to the Hazy Maze Cave entrance to drain the moat.

CAVERN OF THE METAL CAP

Although the most important thing to do in the Cavern of the Metal Cap is to step on the giant, green switch to activate all the Metal Cap blocks, you can also earn a Power Star here by collecting all eight Red Coins inside.

GRAB 8 RED COINS

In order to collect all eight Red Coins, you will need to wear the Metal Cap. The current in the water will pull you down towards the exit if you don't have the extra bulk the Metal Cap gives you. Don't forget to collect the 1-up on your way out.

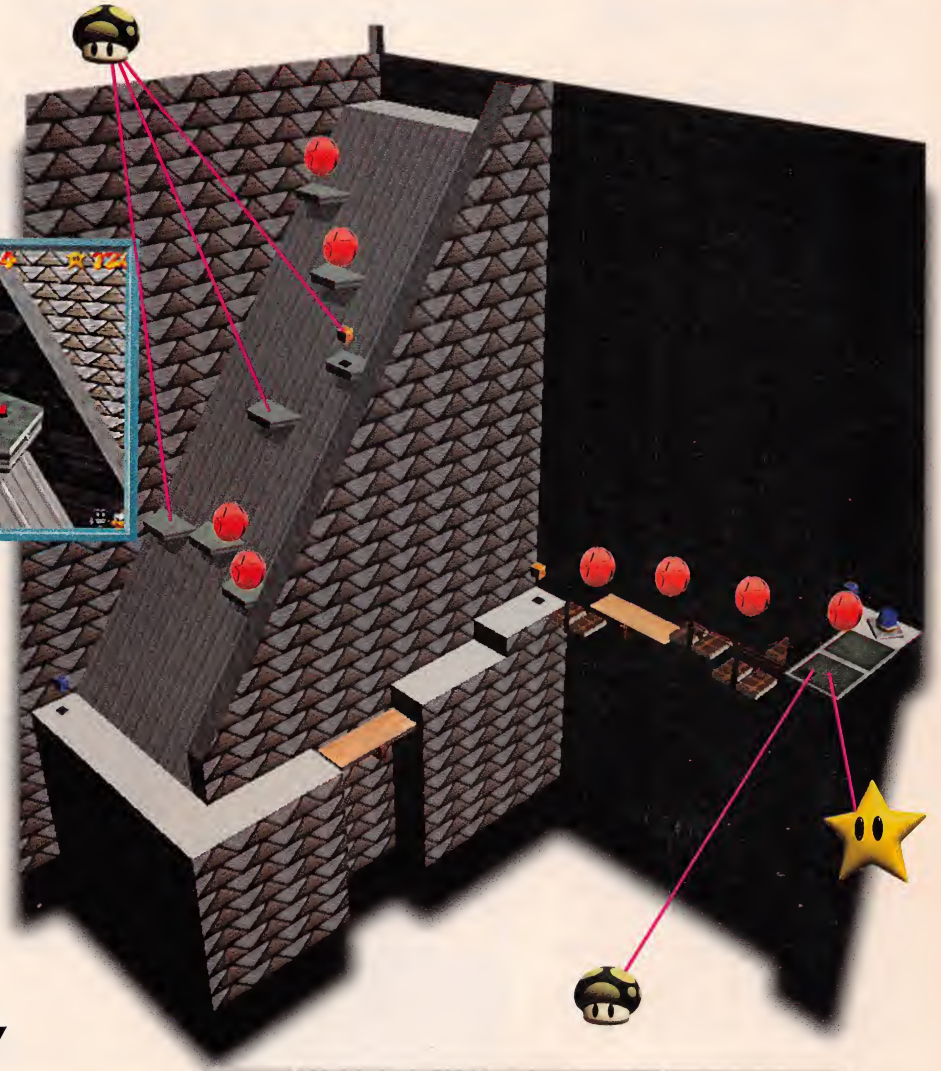


A GIFT FROM TOAD

Near the entrance to the metal pool that is the entrance to Hazy Maze Cave, you will find one of Princess Peach's loyal mushroom retainers. You may have to look around for him a bit. Be sure to talk to him, because he will give you a Power Star when you do.

VANISH CAP UNDER THE MOAT

Enter the hole in the bottom of the moat (once you have drained it) to reach the Vanish Cap course. Collect eight Red Coins here and you'll get a Power Star. To get the four Red Coins on the slide, you'll need to jump down from platform to platform rather than slide. The Red Coins near the conveyor lifts are also tough.



THAT WASCALLY WABBIT!

A yellow rabbit named MIPS inhabits the damp corridors of the castle basement. If you catch him, he will give you a Star. Chase him around a bit and you'll find it's not an easy task. There are rumors that it is possible to sneak up on him, but the verifiable method is to dive and try to grab him when he is in a corner.

MIPS

He's overdue, and he's really in a stew. He doesn't have time to say hello or goodbye, he's late, he's late, he's LATE! MIPS likes shiny objects, so he was only too happy to take the Power Stars Bowser offered him. You can catch him twice, once before you have 50 Stars and once after you collect 50 Stars.

100-COIN STARS PART 2

5 COURSE BEAT THE BOOS!

There are plenty of coins in Boo's Haunted Mansion. You can get bonus Blue Coins if you defeat the Boos with a stomp instead of a regular jump attack. You can also defeat the Mr. I eyeballs to get Blue Coins. Overall, it's not difficult to collect over 100 coins here.

6 COURSE BLUE COINS IN THE HAZE

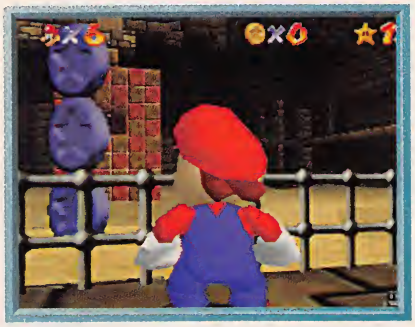
It will help to get to get all the Blue Coins in the Hazy Maze to get 100 in this course. Before you hit the Blue Coin Switch, swivel your view so you can see down the corridor leading to the door to the fifth Star, as some of the Blue Coins will be stacked in front of that door.

7 COURSE SURF THE LAVA

When you're trying for the fifth or sixth Power Star in this course, you will be able to get a Shiny Shell near the starting point. When you go for the 100 coins be sure to select one of those Stars on the pre-start screen. Ride the shell over the lava to get a bunch of extra coins and a handful of 1-ups.

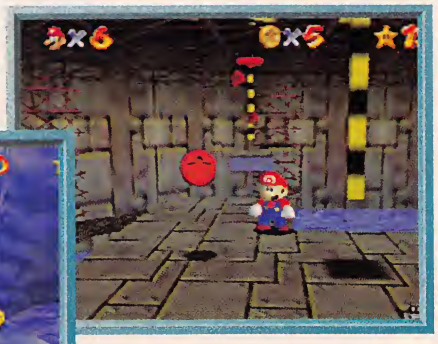
8 COURSE ONCE MORE INTO THE PYRAMID

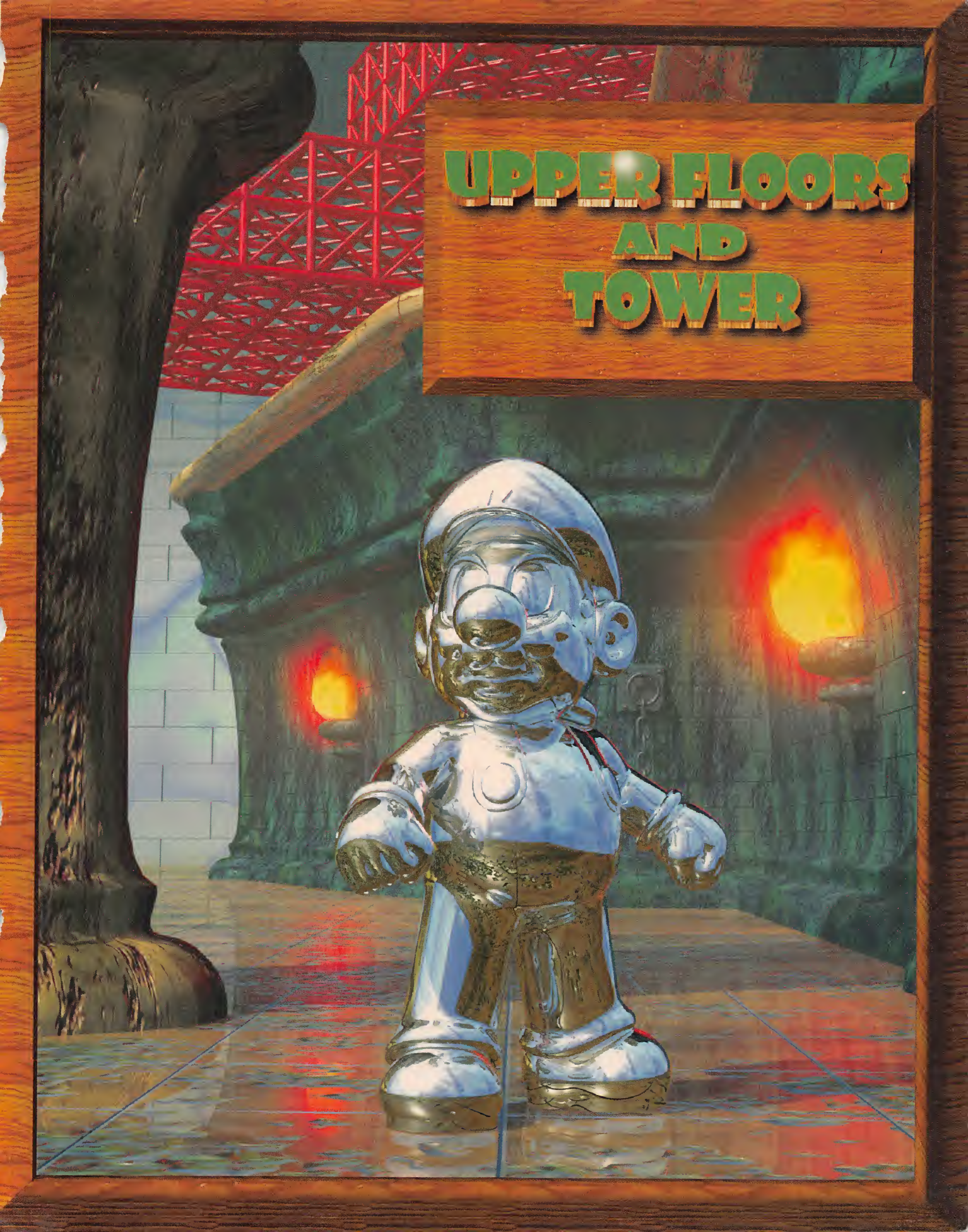
Collect as many coins as you can outside the pyramid, then go inside to get the rest. Don't miss the Blue Coin Switch near where you start inside the pyramid. It's immediately to the left as you enter the main part of the pyramid interior. The Blue Coins will appear out in the sand, just on the other side of the fence.



9 COURSE ABOVE THE SUBMARINE PEN

To get over 100 coins in Course 9, you'll need to get all the Red Coins, as well as the Blue Coins. The Blue Coin Switch is on a platform hovering over the submarine pen. Don't miss all the coins around the whirlpool, the sea bottom under the sub, and on the ledge in the submarine pen cavern.




UPPER FLOORS
AND
TOWER

UPPER FLOORS AND TOWER

You've beaten Bowser twice and now have the key to the upper levels of the castle! Now, get ready for some of the craftiest courses in the game! You'll have to demonstrate total mastery of the many skills you're learned, like the Backward Somersault, Side Somersault, Wall Kick and even the jump off of the Spindrift's head!

12 COURSE TALL, TALL MOUNTAIN

Look at that small picture on the wall, with its cute little mushrooms. Must be a tiny course inside...wrong! Hope you aren't afraid of heights. While some of the earlier courses had some long drops, looking down in some spots on this course will give you vertigo.

10 COURSE SNOWMAN'S LAND

The entrance to this Course is in the mirror room. Look for something that is not reflected in the mirror for a clue as to where the entrance is. Give up? OK, it's the blank wall to the left of the entrance to the room.

WING MARIO OVER THE RAINBOW

The most diffficult eight Red Coins to collect in the whole game are here in this aerial adventure. If you think you've mastered flying, think again!

14 COURSE TICK TOCK CLOCK

You enter Course 14 through the face of the big clock on the third floor. Inside you will find a clockwork world of moving gears and platfroms. The time shown on the clock when you jump in will influence the speed of the moving objects inside the clock. Jump in at the top of the hour to stop time inside altogether.

15 COURSE RAINBOW RIDE

Ride the magic carpet through the land of clouds. Enjoy the beautiful scenery. Fall to your doom. That Aladdin guy made flying carpets look so easy.

13 COURSE TINY-HUGE ISLAND

Have you ever wished to be big? Your wish will be granted if you take the left painting to enter this world. Have you ever wanted to get small? Take the painting to the right!

11 COURSE WET-DRY WORLD

Jump into the big picture of Skeeter to visit Wet-Dry World. The rising flood waters seem to have driven away all the inhabitants of this strange village. You can use the Crystal Taps to make the water go down the drain or pour back in. Backward Somersault into the painting to make the water level super high!

10 COURSE SNOWMAN'S LAND

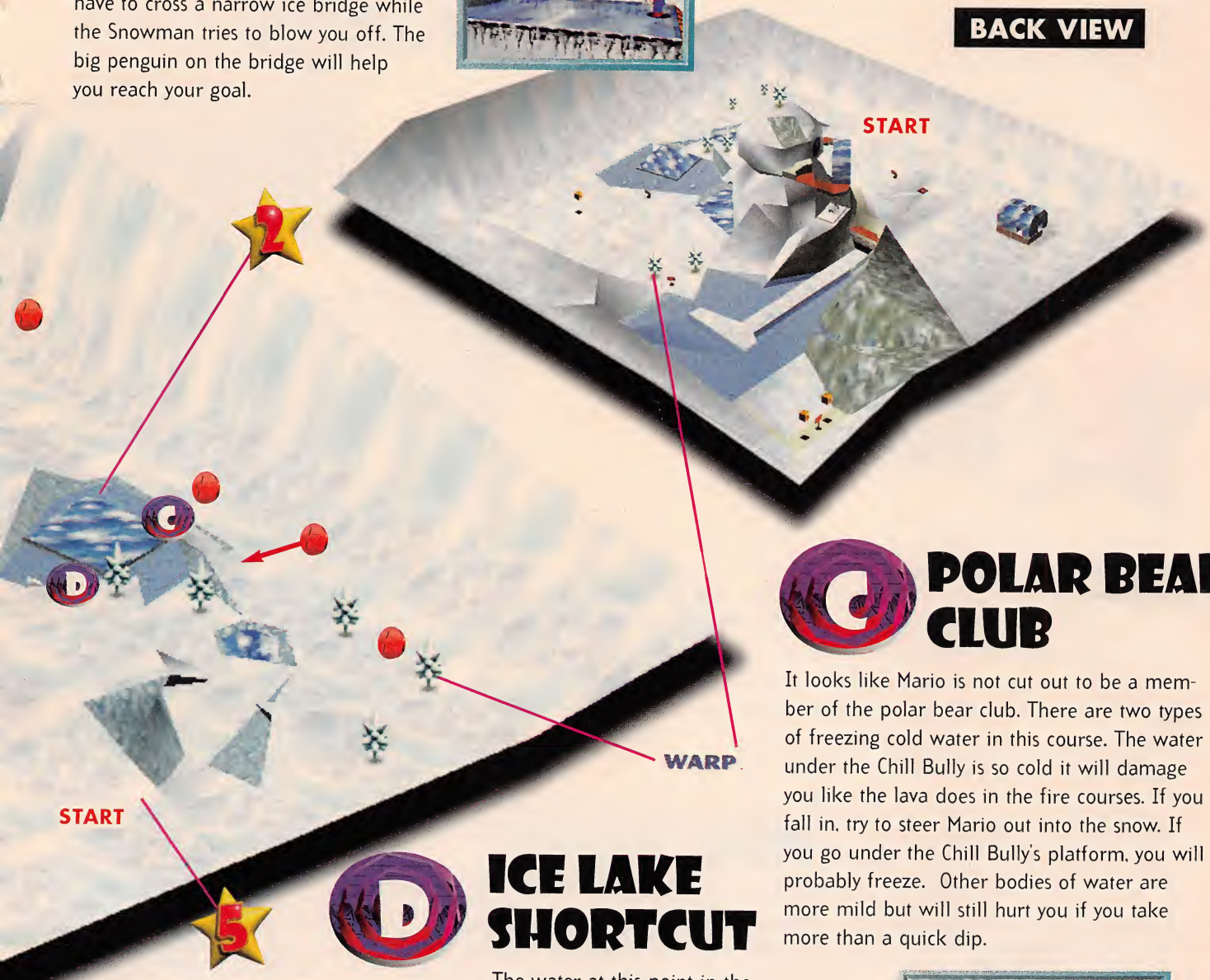
Brrrrrr! Welcome to Snowman's Land. Here's a world where Mario could use a nice, warm Tanooki Suit. Unfortunately, that's a thing of the past (Super Mario Bros. 3 to be exact). The hazards of arctic adventuring? For starters, the water in this Course is so chilly it will give you a case of frostbite! Slippery surfaces, high winds and unfriendly inhabitants all make this a most inhospitable world.

A BOUND OVER BLOCKS

If you want to climb the Snowman, you'll have to make it past an endless block conveyor that will sweep you into the freezing water. Jump the blocks as they come and when you get to the source, double jump to get a grip on the ledge above and pull yourself up. When you're jumping the blocks, it's best to swivel the camera so you can see them coming head-on.

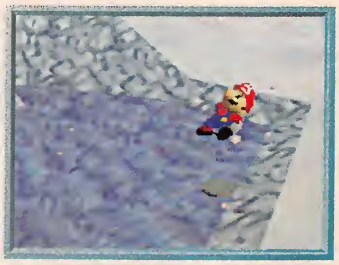
B SNOWMAN'S BAD BREATH

This can be one of the most frustrating parts in the game if you don't find the right approach to the problem. To climb to the top of the Snowman's head, you'll have to cross a narrow ice bridge while the Snowman tries to blow you off. The big penguin on the bridge will help you reach your goal.



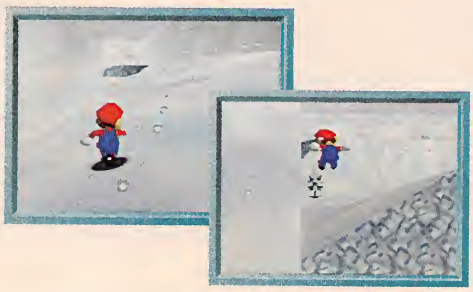
C POLAR BEAR CLUB

It looks like Mario is not cut out to be a member of the polar bear club. There are two types of freezing cold water in this course. The water under the Chill Bully is so cold it will damage you like the lava does in the fire courses. If you fall in, try to steer Mario out into the snow. If you go under the Chill Bully's platform, you will probably freeze. Other bodies of water are more mild but will still hurt you if you take more than a quick dip.



D ICE LAKE SHORTCUT

The water at this point in the course has frozen solid. It's a little slippery, but you can walk across it for a bit of a shortcut to reach the ice block conveyor. You can also Long Jump over this small frozen pond.

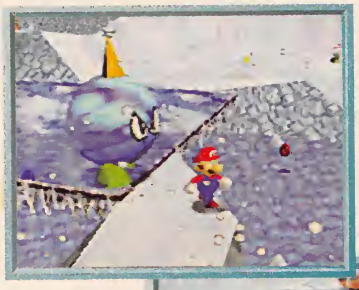


1 SNOWMAN'S BIG HEAD

Once you ride the penguin past the arctic blast of the Snowman's breath, follow the trail to reach the Star on his forehead.

If you don't know what you're doing, you may spend hours trying to get the Star on Snowman's big head. First, you have to make it past the block conveyor. Once you do that, you will eventually reach the ice bridge with the big penguin walking on it. Watch him shuffle. Snowman's bad breath won't blow him off the bridge, but it will blow you off, just like a snow flea! That's your clue on how to get across. Hop onto the penguin's head (just like a flea) and ride safely across the bridge. Another safe way to reach the Star on Snowman's head is to shoot Mario up there with the cannon near the start of the course, but in order to use it you'll have to talk to the Bob-omb Buddy inside the igloo.

2 CHILL WITH THE BULLY



Can't catch me, Chill Bully! It's fun to bait the Bully onto the snow bridge, where he will eventually meet his doom.

He looks big and bad, but he's not much different from the Bullies you defeated before, in Lethal Lava Land. You need to knock him off his super-slippery platform into the ice cold water while avoiding a similar fate. Notice that you can stand on the snowy bridge that leads up to Chill Bully's platform. Chill Bully won't like that much and will try to bounce into you, but he won't be able to get off his platform. From the top of the bridge you can Backward Somersault over him and give him a nudge into the cold water. Even if he does bump into you in this position, he probably won't knock you into the deadly cold water. You can also go out onto the slippery platform to battle him just for yuks.

CHILL BULLY

Chill Bully looks like someone who has a lot of anger bottled up inside. Give him a chill pill. You can trick the Bully or go head-to-head against him out on the ice, but expect to go a few rounds if you venture onto his turf. The best way to beat him on the ice is to stand on the edge of the platform looking out and, when he charges, jump straight up. If you time it right, he should run right under you into the deadly cold water. If you're not exactly on the edge you may have to give him a push.

3 IN THE DEEP FREEZE

The third Star in this Course is frozen away in a huge ice cube. There are some passages cut out of it, which makes it a three-dimensional maze. It's easy enough to get inside the cube. When you are near the center of the cube, you should be able to do a Back Somersault to reach a small platform. (Use the "Close to Mario" view to scan around so you can see it above you.) Jump on top of the cube from there and you'll see a shaft leading to the Star. When you jump down, it's yours!

It can be helpful to use the C Buttons to shift your view around to see the maze from different angles, but your basic goal is to get on top of the cube.

BIG PENGUIN

This penguin will be your best friend in Snowman's Land. He waddles back and forth on the ice bridge in front of the giant Snowman's face. Because of his size, he's immune to being blown off by Snowman's breath. Although you can try to use him as a moving shield, it's better to just ride him across. He won't mind at all. Simply hop on his head when he gets close to your end of the ice bridge.

WHIRL FROM THE FREEZING POND

To reach the fourth Star in Snowman's Land you'll need to use the Helicopter Jump from the top of one of the Spindrifts (the floating creatures with flowers on their heads). The one you need to jump off is just beyond the block conveyor, standing in the water. Jump off his head and float over the brick wall. You'll find one Yellow Block with the Star in it and another with a Shiny Shell in it. That shell will come in handy when you go to get the eight Red Coins. If you bounce off the Spindrift's head and don't make it to the top of the wall, you won't be able to get up there unless you exit the course and start over again. That is, unless you have the cannon open already.

TRICK SHOOTING

It is possible to shoot Mario from the cannon to the platform on the other side of the freezing pond, but it's a little tricky. Aim the cannon exactly as shown in the photo. The only problem is that you need to talk to the Bob-omb Buddy first.

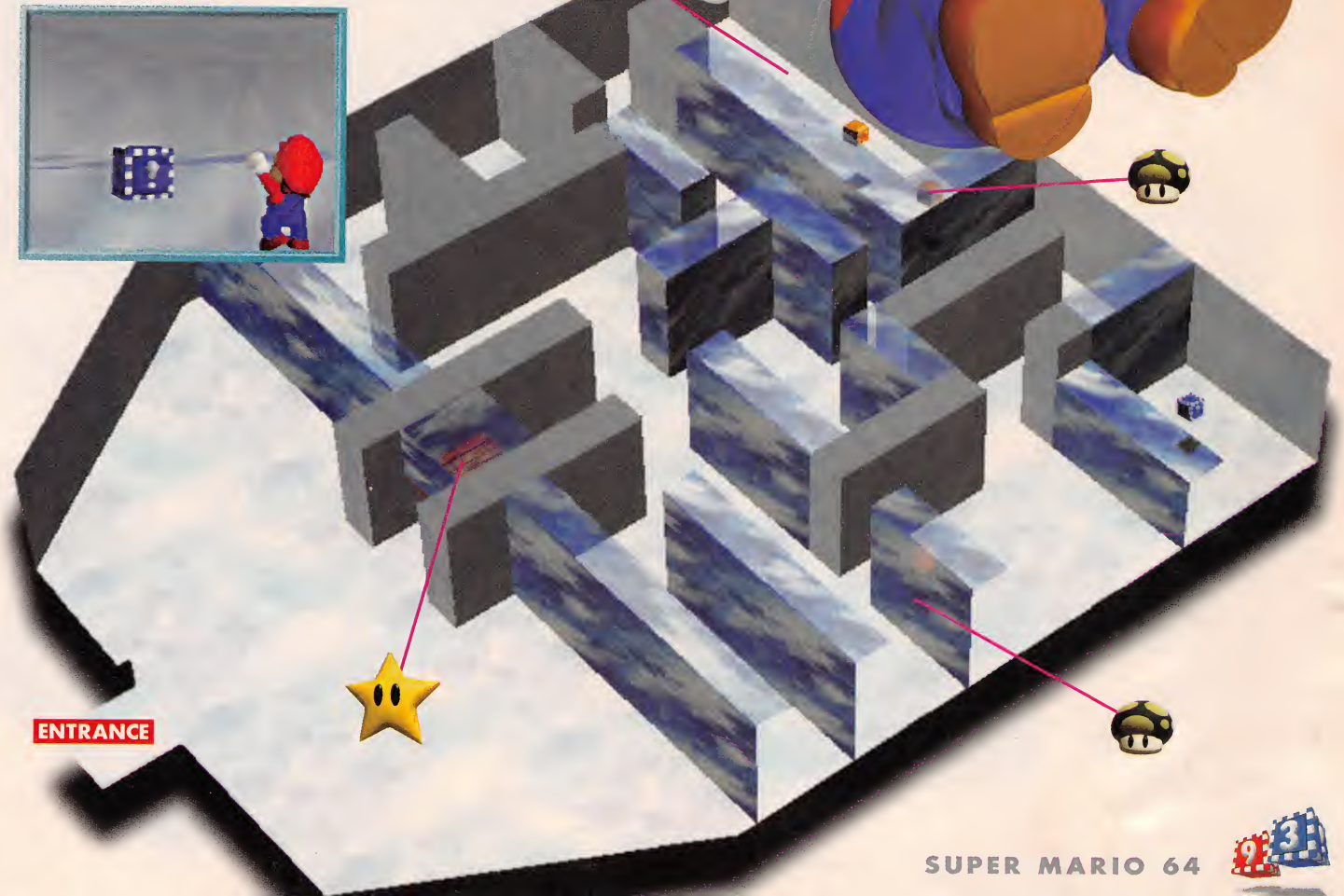
SHELL SHREDDIN' FOR RED COINS

You know how to get onto the ledge where the Shiny Shell can be found. Jump on and ride the shell to the left, where you will find several Red Coins. Once you're riding the shell, you can jump to increase your speed and hurtle over obstacles. Head for the water underneath Chill Bully to collect a few more Red Coins. Be careful not to hit any of the walls while under his platform or you will fall into the super cold water and probably have all your life sucked away. Note that the Shiny Shell doesn't run out until you hit a wall, so go forth and shred the world! The Shiny Shell is also good for getting to the igloo, as you will see.

6 INTO THE IGLOO

Looks cozy, but it's actually quite spacious inside. It's not any warmer inside than out, though.

One way to get to the igloo is to ride the Shiny Shell. This time, ride the shell onto the Freezing Pond and up the sloped wall to the left of the block conveyor. A trail of coins will lead the way. In order to enter the igloo, you'll have to crawl, but appearances can be deceiving. It's huge inside! Another way to get to the igloo is to jump off the bridge in front of Snowman's face. Jump from the middle of the wooden part on the far side to land right in front of the igloo. Once inside, follow the map below to find the Blue Block with the Vanish Cap inside. Use the Backward Somersault or Double Jump to get over the wall that encloses the Blue Block. The Vanish Cap will allow you full access to all the areas of the maze, including the coins frozen in the walls and the Power Star. Don't forget to talk to the pink Bob-Omb Buddy inside!



11 COURSE WET-DRY WORLD

Do puzzles make you want to soak your head in cold water? Wet-Dry World contains bucket loads of brain teasers and an abundant supply of the wet stuff in one convenient location. Before you fully fathom this Course, you'll have flushed and filled it with water so many times your head will hurt so bad that you'll wonder if your hat has shrunk on you.

HEAVE-HO, MARIO!

Trying to get to the top of the city when it's not flooded would be impossible without a little help. That's where the windup dust pan, Heave-Ho, comes in. If you step on its pan, it'll flip you backwards, high into the air.

B CRYSTAL TAPS

You will find five Crystal Taps strategically placed throughout Wet-Dry World. When you touch them, these octahedral switches will either raise or lower the water level, depending on its current condition. As a rule of thumb, when you touch a Crystal Tap, the water level will change to match the level of the crystal. You can set the water to any one of five different levels. Each level has its advantages and disadvantages. For example, some water levels will allow you to reach different parts of the city but at the same time might prevent you from breaking or pushing a block or crate. Refer to the photos and map for the locations of the Crystal Taps. They will be referred to by number on the pages that follow.

Backward Somersault into the painting to make the water level super high!

Mario's expertise in plumbing, among his many skills, will serve him well in Wet-Dry World.

C GO DOWNTOWN

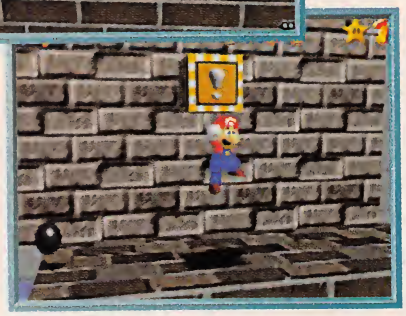
The Arrow on the wall points down, but there's a really, really tall fence around the passage. What to do? Use the cannon to shoot you across the world into the enclosure. Reaching the Bob-omb Buddy to open the cannon can be a bit tricky, though, unless you know the way. When you want to talk to the Bob-omb Buddy, Backward Somersault into the painting to enter the course. With the water level at its highest point, it's simple to jump to the high platform where you'll find the Bob-omb Buddy. When you shoot from the cannon, aim high!

1 SHOCKING ARROW LIFTS!

You could take the conventional route to the first Star. Ride the Arrow Lifts and avoid the spinning Amp. First, hit Crystal Tap #4. Double Jump from one of the floating wooden platforms to make it up to the level of the Arrow Lifts. If you get hit by the Amp when you are riding the Arrow Lifts, don't panic or you might fall down into the water. If riding the Arrow Lifts sounds like too much trouble, there is, as usual, an easier way. First, swim down to Crystal Tap #1, which will almost drain the area of water. Then go to the warp, which will put you on the ledge above the Yellow Block.

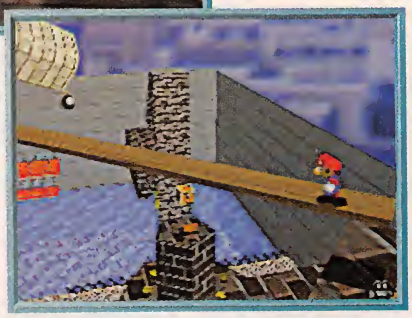
Make sure you lower yourself down from the correct side of the ledge.

Don't get burned by the flame on your way to break the Yellow Block, or you'll end up back in the drink!



2 TOP O' THE TOWN

Chuck Chuckya and get some bonus coins!



They say it's a long way to the top, but this isn't quite rock n' roll. Climb up the curved ramp and head for the crate that is almost straight ahead. Push it over so you can make the Backward Somersault up to the next platform. Keep going until you find Chuckya waiting for ya. Run around behind him, pick him up and chuck him instead, for a few extra coins. Then you'll have to carefully walk the long plank while being buzzed by Amps. Leap quickly from the big circular platform to the smaller spinning one before you get burned. You can walk off the edge of the spinning platform towards the one under the Yellow Block. Mario will grab the edge and then pull himself up. Break the Yellow Block and score!

WALK THE PLANK!

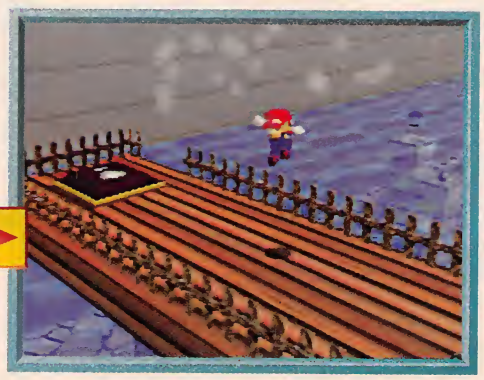
When you're walking across the narrow plank, it's best to use the Mario-Cam in zoomed-out mode. Using the Mario-Cam, your viewpoint will focus directly behind Mario as he crosses the narrow wooden board. Just make sure you zoom all the way out (press the C▼ Button), as the control is too sensitive for walking on such a narrow plank if you are zoomed in.

3 SECRETS IN THE SHALLOWS & SKY

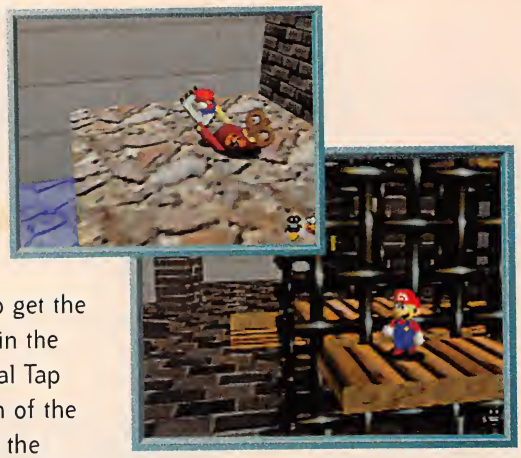
Getting the third Star involves uncovering the five red numbers. The photos below reveal their hiding places. In order to get all of the numbers, first swim down and drain all the water. This will make the first three easily accessible. Push the crates to find the first two. Break the Yellow Block in the corner to get the third. For the fourth, you can use Heave-Ho to hurl you up the ledges. Backward Somersault to get on top of the small tower to get number four. Step on the Purple Switch to make stairs appear that will take you to the top of the wire express elevator. The fifth red number is inside a Yellow Block. Once the Star has appeared, refill some of the water (use Crystal Tap #3, #4 or #5) and go collect it on the pier.

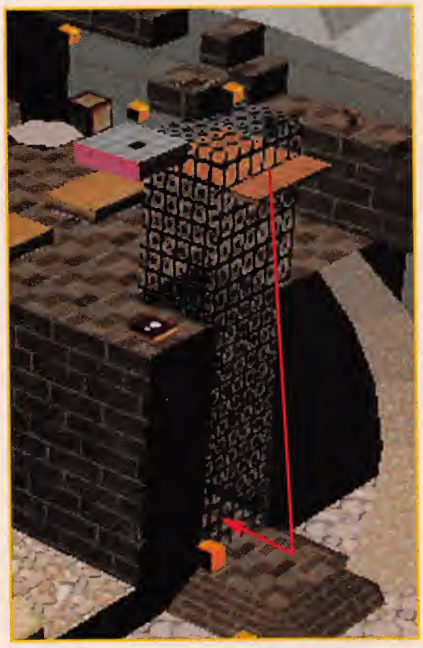
FRONT VIEW

You can collect the red numbers in any order.



4 EXPRESS ELEVATOR—HURRY UP!





You'll need to solve a little puzzle to get the fourth Power Star. First, go and drain the water from the course (touch Crystal Tap #1). Break the block at the bottom of the express elevator. Make your way up the ledges, using Heave-Ho to help you. Climb to the top of the express elevator. The wooden elevator platform has two halves. One half has the Star on it and doesn't move, the other half goes up and down. Step on the moving side of the wooden elevator platform just for a moment, then jump off. You'll fall straight down. Hit the Z Button just before you hit the ground so you won't take any damage from the fall. Quickly get into the elevator shaft, and, when the wooden platform reaches the bottom, Wall Kick or Backward Somersault to get onto it on the inside of the fence. Ride it up to the Star!

5 GO TO TOWN FOR THE RED COINS

You may have noticed that there are no Red Coins in the first part of Wet-Dry World. That is because they are all hidden underground. Way underground. To reach the "downtown" area of Wet-Dry World, you will need to use the cannon. Once you're on the other side of the tall fence, swim down the long corridor to reach the downtown area. You'll need to drain all the water out of downtown in order to get all the Red Coins. To drain the water use the Crystal Tap just under the entrance. You'll then have to use a variety of techniques to reach the blocks that have the Red Coins hidden inside, as they have been placed up and out of the way, on top of walls and buildings.

WHAT GOES UP MUST COME DOWNTOWN

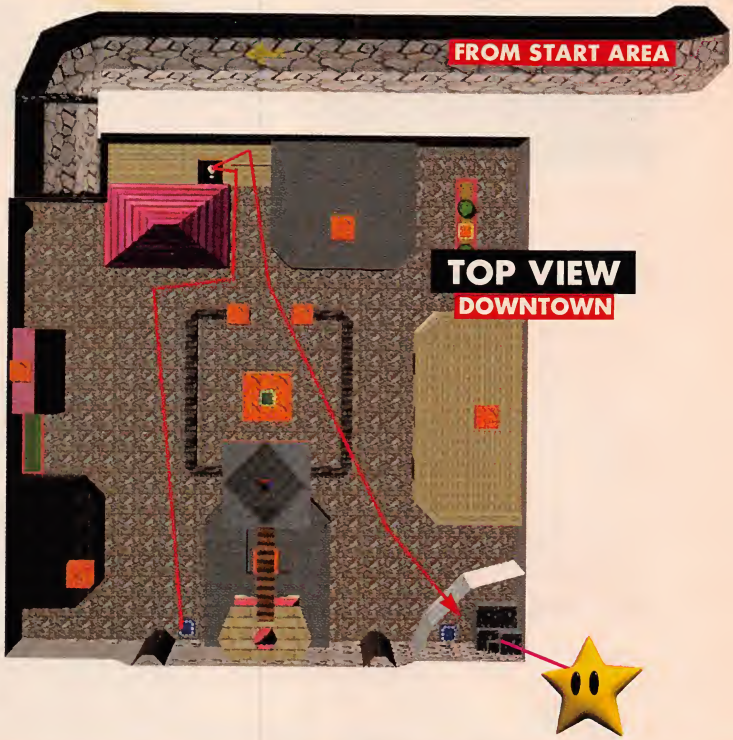
To get downtown in Wet-Dry World, you'll need to use the cannon. First aim the cannon at the center of the tall fence that surrounds the opening, then crank up the elevation until the tube with the two 1-ups in it is at the very bottom of the sight (or just higher). Fire Mario off to the second part of this world!

6 QUICK RACE THROUGH DOWNTOWN!

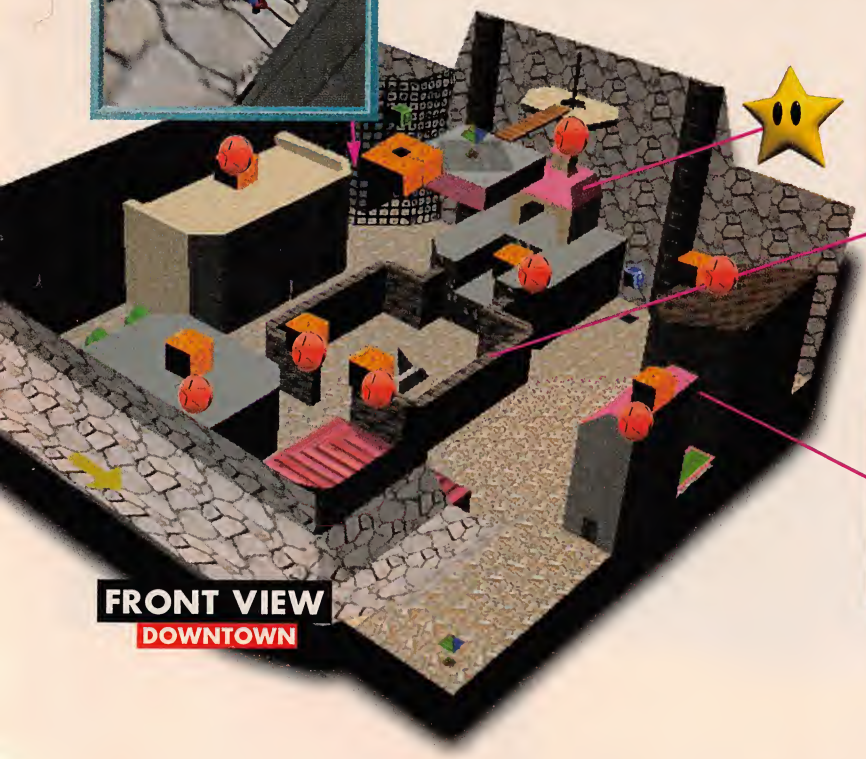
REQUIREMENT: VANISH CAP

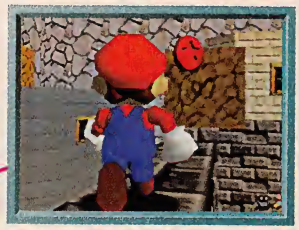
If you've roamed around downtown for a while, you might wonder what is happening when you step on the Purple Switch.

Well, it makes a block appear inside the cage with the sixth Power Star. To take advantage of the block, grab the Vanish cap and follow the trail shown on the map. When you're wearing the Vanish Cap, you can actually go through the courtyard walls, and, of course, the fence in the corner. If you hustle, you can make it before the temporary block disappears. Backward Somersault from that block to make it easier to reach the Power Star above. Otherwise, you'll have to Wall Kick inside the enclosure, which is difficult.



Some of the Red Coins are hidden inside blocks that are stashed on top of the buildings. Wall Kick your way onto the roof of this building between the building and the cage in the corner. The camera angle may shift while you're jumping, so don't let it disorient you.





Tiptoe and take it slow on top the wall or you will probably fall off. Crawling is also an option, but it's much slower. Break the blocks on top of the wall to get the Red Coins inside.

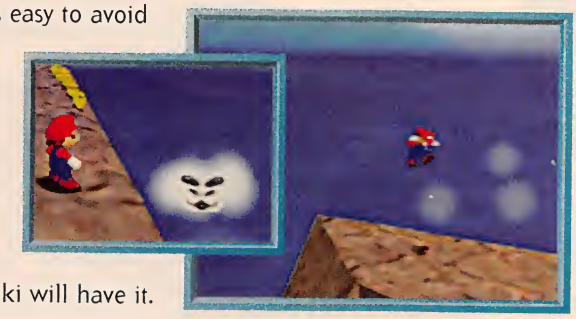
You can get more Wall Kicking practice here. Wall Kick between the two buildings to make it to the top. You can then jump from the top of one building to the other.

12 COURSE TALL, TALL MOUNTAIN

Hope you aren't afraid of heights. While some of the earlier courses had some long drops, looking down in some spots on this course will give you vertigo. Jumping on the scary shrooms in particular will give you that sinking feeling. Your skills at pinpoint jumping will be tested to the maximum again on the mountain's treacherous crags.

A HOLD ON TO YOUR HAT!

Fwoosh is on the loose! He's easy to avoid (just run past him) but if you stand around and give him a chance, he'll blow your hat right off your head and off the cliff. You can kiss it good-bye for now, but when you re-enter the course, your buddy Ukkiki will have it.



B BOWLING FOR MARIO

If you follow the standard path for climbing up the mountain, you will run into an alley of fast rolling balls at this point. It may take longer, but the low road, to the right, is a little safer.

C IT'S BIG, IT'S HEAVY, IT'S WOOD

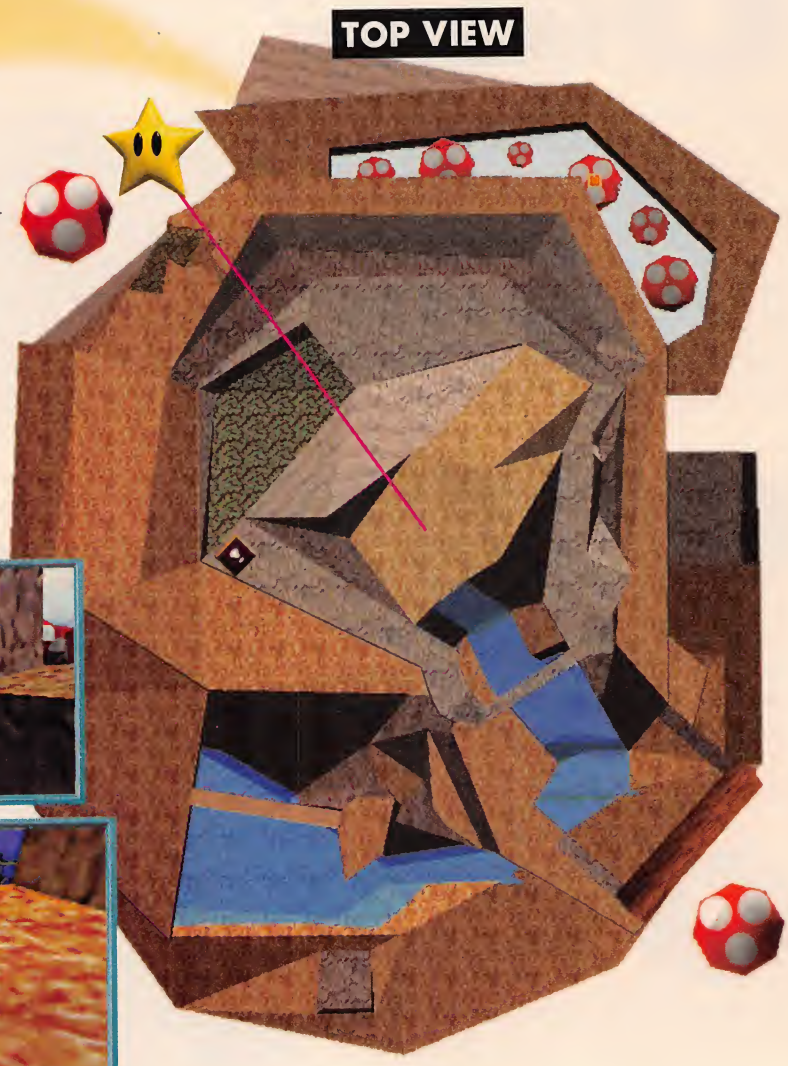
This log is not better than bad; in fact, it's much worse. You'll have to roll the titanic trunk to the left in order to cross a gap at this point. Jump repeatedly on the left side of the log but stay near the top to stay on. If you roll off, you'll end up close to the start of the course.

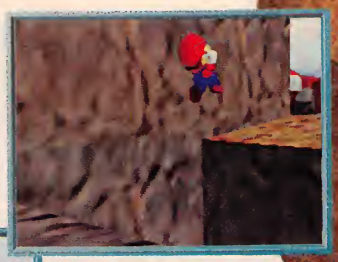
D MOLE PATROL

More of Monty Mole's mates are making mayhem on Tall, Tall Mountain. Avoid getting hit by the stones they toss or you may be knocked off the mountain. Don't overlook the crags to your left as you first see the moles. Not only can you collect some of the Red Coins here, but they lead you through a valuable shortcut up the mountain!

1 SCALE THE MOUNTAIN

This course is a pure challenger: no real funky puzzles here, just outrageous obstacles. To get started, you'll need to have the Long Jump down. You don't have to use it, but it helps to get over the two gaps near the start. Next, don't overlook the ledges to the left of Monty Mole. Climb up these using the Backward Somersault. This shortcut will bypass the difficult area around the huge rolling log. From the top of these ledges, follow the trail past the Goombas to reach another gap that only the Long Jump will cross. Beyond this jump, the last big challenge is a narrow bridge across the waterfall. If you take it slow, you'll make it!





2 MYSTERY OF THE MONKEY CAGE

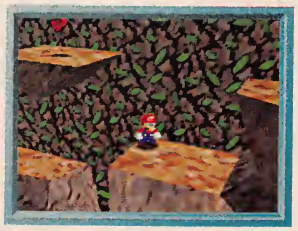
Follow Ukkiki as he dives down the waterfall to get the Star after he releases it from the cage.

REQUIREMENT: STAR #1

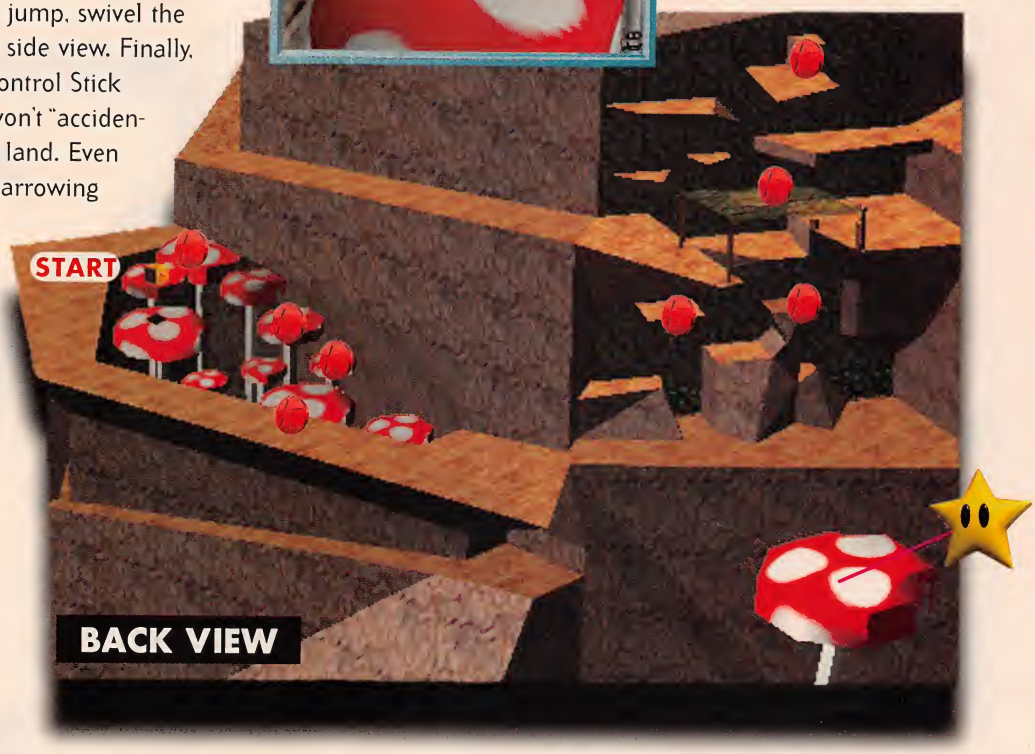
To recover this Star, return to the summit of the Tall, Tall Mountain. On your way up you'll see a Star in a cage suspended in air near the narrow bridge. You can jump out on top of it, stomp it, you can try whatever you want, but you won't be able to open it. Only one creature has the key...that thievin' monkey, Ukkiki! Keep going up the mountain to the very top where you'll find the playful primate. Grab him and he'll release the Star from the cage in exchange for your letting him go. You'll have to jump down the waterfall to reach this Star's final resting point.

3 SCARY SHROOMS, RED COINS

Jumping onto these shrooms can be scary for novice and master alike. There are a couple of things you can do to make jumping from shrooom to shroom a breeze. First of all, use the Lakitu-cam and zoom out as far as possible so you can see more. To make it easier to judge the distance of a jump, swivel the camera so you can see it from a side view. Finally, when you jump, let off on the Control Stick before you land. That way you won't "accidentally" run off the edge when you land. Even with these tips, it can still be a harrowing experience to jump on the shrooms. After you get all the Red Coins on the shrooms, head for the platforms near Monty Mole. Backward Somersault up them and get all the Red Coins there. The Star will appear on a shroom far below. You can jump from above or Long Jump from the lower area where Monty Mole lives.



The Backward Somersault will enable you to reach most of the small crags above Monty Mole.



UKKIKI

Ukkiki, the pesky monkey, will plague your path several times in this course, especially if you happen to lose your hat. He's pretty easy to catch if you sneak up on him—he's not nearly as difficult as the yellow rabbit, MIPS. There's no penalty for not letting him go when he asks, but if you want him to do anything for you, you'll have to release him. Once he's opened the cage, don't catch him again or he'll steal your hat.

4 MYSTERIOUS MOUNTAINSIDE

Take the secret passage into the heart of the mountain for a slide ride you won't forget!

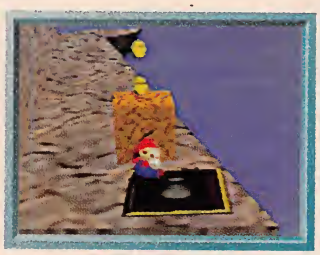
On one of your jaunts up Tall, Tall Mountain, you may have noticed part of the mountainside shimmer. The portal here leads to a dangerous slide that goes through the heart of the mountain. This is no playground slide; in fact, it has a few unsafe features. The first corner is a 90-degree turn. Slide up into the bank of the turn so you don't fall off the inner edge. Watch out for the arrows that point to a right turn onto a wooden track. Take this turn at all costs—the main path goes into a deadend. In the second turn before the goal, the track twists up. Scoot along the narrow part at the bottom—don't go up into the bank.

6 BLAST TO THE LONELY MUSHROOM

There are two ways to get the Star on the Lonely Mushroom. First, the cheater way: Roll the big log to the right. At the far end, if you Long Jump off the end, you should land right on the Mushroom. If you find this tough, remember that cheaters never prosper (well, almost never...). The honest way isn't much easier. First, open the cannon by talking to the Bob-omb Buddy who is on one of the platforms just before the log. The warp to the trail that leads to the cannon is on one of the small shrooms. As you know, jumping on these little shrooms is tough, so be careful.

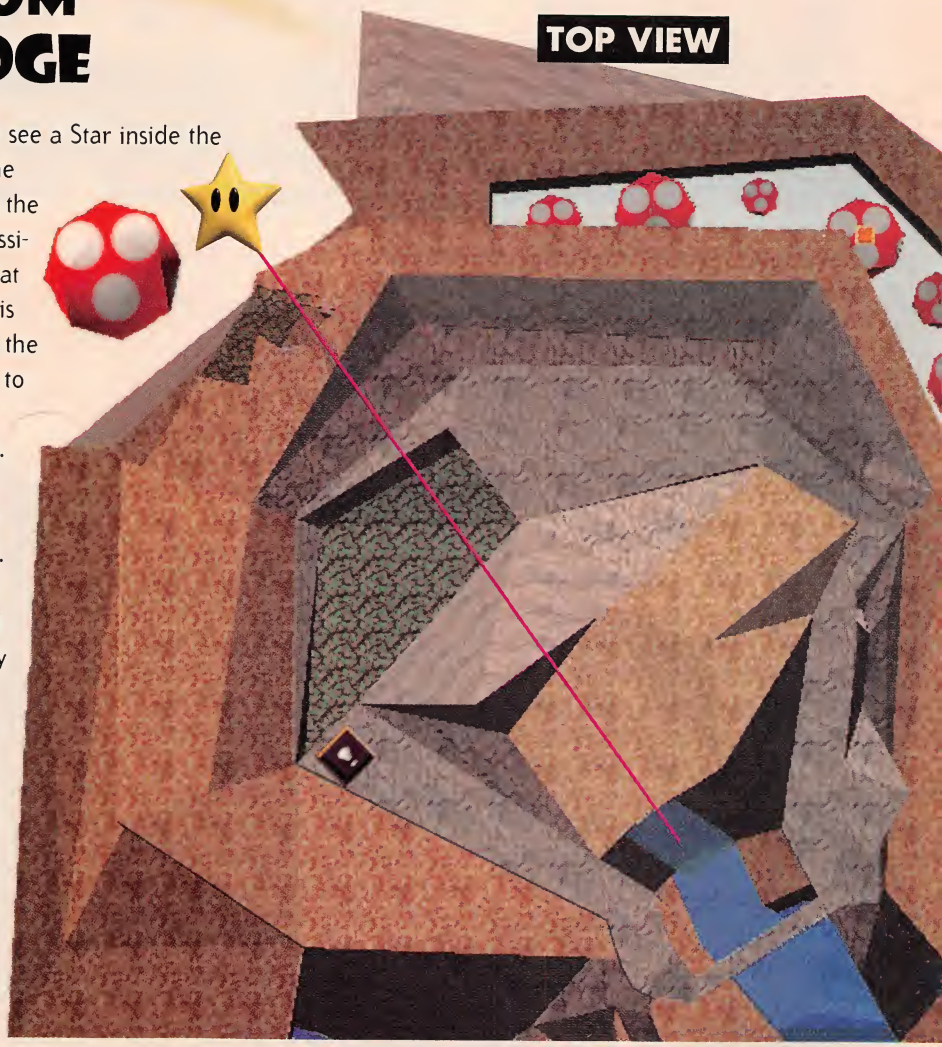
5 BREATHTAKING VIEW FROM THE BRIDGE

From the middle of the narrow bridge you can see a Star inside the waterfall. You will not be able to jump from the bridge, or from the sides, or from above to get the Star without a little help. (Well...maybe it's possible, but if it is, it's extremely difficult to do it that way, and why should you bother trying if there is an easier way?) The trick to getting the Star in the waterfall is to use the Purple Switch. Step on it to make a block appear in front of you. A block will also appear under the Star in the waterfall.



Trip the switch and hustle over to the waterfall. Jump onto the block and you'll be able to easily walk over and collect the Star.

With the temporary block in place, getting this Star is a snap.



SHOOT FOR THE STARS!

Making your way to the cannon so you can shoot Mario to the Lonely Mushroom is tough enough. Once you're in the cannon, you will have one shot, so make it count. Aim too high, and Mario will overshoot the shroom and plummet to his doom. Aim low, and the result will be the same. First, line up the cannon's crosshair on the Star, then raise the barrel until just the top of the mushroom shows at the bottom of your scope. Fire when ready!

13 COURSE TINY-HUGE ISLAND

Bigger is better, right? Not always, especially on Tiny-Huge Island. Sometimes you'll want to get small. You can choose to enter this course tiny or huge. To get all the Stars, you'll need to alternate between big and little. Fortunately, there are several pipes where you can make the size switch.

Many details in the course change depending on Mario's size. The items on the map that are enclosed in a box will only be visible when Mario is tiny.

A METAL MARBLES OR MASHERS

Like you've seen in other courses, the hole here will dispense an endless supply of iron balls. If you're tiny, they'll be huge; if you're huge, they'll be tiny. If you're small, hug the wall to avoid being hit. Don't be lulled into a false sense of security by any of the tiny enemies on the island. Even if they can't damage you when you're huge, they can still knock you around.

B WINDSWEPT VALLEY

The wind can help or hinder you, depending on which way you are going. Moving towards the iron balls, the wind will be at your back and towards the mountain. Veer to the right to keep from being blown down off the bridge. You'll be running against the wind on the way back. The wind will be a big factor in your race with Koopa the Quick.

TOP VIEW

C SHRINKER PIPES

You will find three Shrinker Pipes strategically situated on the island. You might be disoriented by the changes in scenery that occur when you change sizes, but the pipes don't actually transport you anywhere. You can change from tiny to huge as many times as you want at each pipe by simply jumping back in. Changing sizes will also "reset" some events, such as the race with Koopa the Quick. If you lose, jump into the nearby pipe and head back to the starting point. Koopa the Quick will be waiting for a rematch.

D BRIDGE TO NOWHERE?

Hit the Purple Switch to make a bridge appear out to a lone floating island. You won't find anything of value on this small island until you find all five of the red numbers in this course and make Power Star number four appear here. There is a one-way warp from the small island back to Tiny-Huge Island. Stand in the corner where the single coin is to activate this warp.

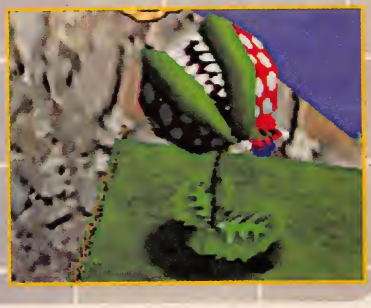
1 PLUCK THE PIRANHA FLOWER

Don't take time to smell the flowers, just punch them out!

To make the first Power Star appear on Tiny-Huge Island, you'll need to defeat five Piranha Flowers on the same platform as the first Shrinker Pipe. Start the course big. Go straight ahead from the starting point or check the map to reach the proper platform. Once you reach the platform, you'll see some tiny Piranha Flowers, but these aren't the ones you need to defeat. Take the pipe to get small. Now you have to be careful, because the Piranha Plants spit fire, which can knock you off the edge of the platform. If you do fall off, it can be easier to start the course over because you'll have to go through quite a lot to get back onto the platform when you're small.

PIRANHA FLOWERS

You will encounter the elusive Piranha Flowers in one place on Tiny-Huge Island. These Piranhas are the rare Firespiticus variety and are known to expel fiery bursts from their blossoms. If you're huge, you'll be much bigger than the flowers, but their fire will still light you up. The flowers will tower over you if you're small. In either case, they will sprout from the ground, belch fire, and then retreat beneath the earth. When you're tiny you can beat the Piranha Flowers by Punching them, or by using the Stomp, Trip or Slide Kick moves.



2 THE TIP TOP OF THE HUGE ISLAND

The Star is not actually at the tip-top of the mountain; instead, it's inside a Yellow Block near the summit. You can't see this block if you're huge.

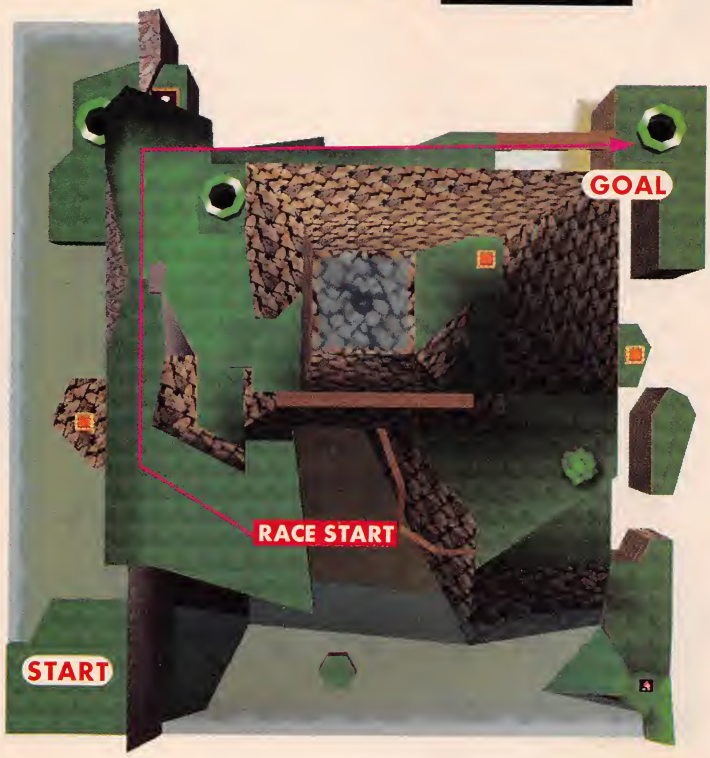
In order to get the second Power Star, you will have to be tiny, so you may as well start the Course small and stay that way. It is easier to walk across some of the narrow walkways high on the mountain while you're tiny, anyway. The path up the mountain is fairly straightforward, although there are some tricky spots. First, take the small door in the stone wall near the start and swim through the water. Watch out for Bubba! Long Jump over the first chasm, then let the wind whisk you over the second gap. Next up is Windswept Valley. Brace yourself to avoid being blown off the bridge, then get ready to dodge the iron balls. After you reach the source of the iron balls, Backward Somersault up the steps. Avoid Chuckya, walk carefully across the narrow bridge, and you're home free.

3 REMATCH WITH KOOPA THE QUICK

REQUIREMENTS: STARS #1 AND #2

To race Koopa the Quick, you'll need to have collected the second Star, and you'll need to be tiny. Check the map to find Koopa the Quick's training area and scout the race course. As it was in your last contest with Koopa the Quick, the goal is a flag, this time near the Shrinker Pipe. Although the course looks simple, there are several complications. First, Koopa the Quick is not lacking in quickness this time. To make up for his speediness, Long Jump whenever possible at the start of the race for an extra burst of speed. Second, once you pass the source, iron balls will start rolling. You'll have to avoid these. Finally, the last leg of the race goes straight through Windswept Valley. Do not try to Long Jump here, just work your way steadily against the wind. If you Long Jumped earlier, you should have enough of a lead on Koopa the Quick to beat him to the flag.

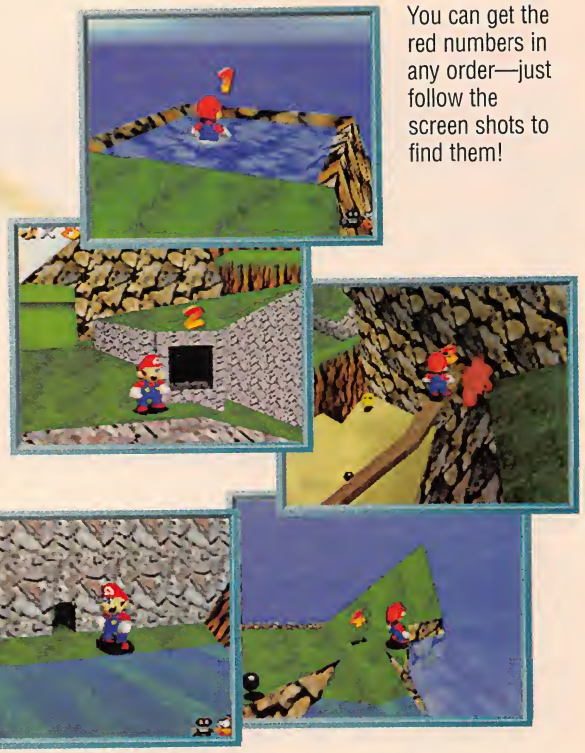
TOP VIEW



KOOPA THE QUICK

It just so happens that Tiny-Huge Island is Koopa the Quick's home turf. He's been training since you last saw him, and he has a new pair of running shoes, too. Whatever he's been up to, it seems to have worked, since he is way faster than he was last time you raced him. And it doesn't help that the iron balls and the wind in Windswept Valley do not slow him down. Your only chance is to use the Long Jump to get the jump on him. Remember, if you lose, you can jump into the Shrinker Pipe to get big, then jump in again to get small. Koopa the Quick will be back at the starting point for yet another rematch.

4 FIVE ITTY BITTY SECRETS



You can get the red numbers in any order—just follow the screen shots to find them!

There are five invisible red numbers on Tiny-Huge Island. You can make these numbers appear only if you're huge. One of the red numbers is near the source of the iron balls. Climb to the summit of Tiny-Huge Island for another red number. Make your way down the mountain to the tiny cannon hole to get a third red number. Another is on the bridge that leads to Wiggler's Red Coins. Jump up to the point shown in the photo to collect it (you don't need to actually stand on the bridge). The other red number is in the water near the doorway in the big wall. Once you have collected all the red numbers, use the Purple Switch again to reach the small island where the Star appears.

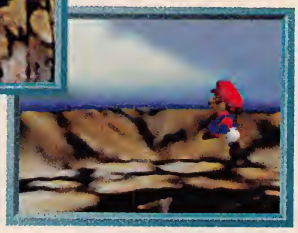
5 WIGGLER'S RED COINS

You have to be tiny to squeeze into the entrance to Wiggler's secret coin stash.

The entrance to Wiggler's secret stash of Red Coins is shown on the map on page 106. To reach the entrance, you will need to walk along a crooked, narrow bridge. The easiest way to reach the bridge is to use the cannon to shoot Mario up to the ledge with the tree and walk to it from there. Aim so the tree is at the bottom of the sight. Once inside Wiggler's secret cave, adjust your camera angle for your best view of each jump before you take the leap. Wall Kick between the two pillars to get the Red Coin above the Star position.

6 MAKE WIGGLER SQUIRM

Wiggler, your old worm-like, flower-headed friend, has made his home inside Tiny-Huge Island. To open the entrance to Wiggler's pad, first climb to the top of the island while you're huge. Stand in the middle of the water at the summit and Pound the Ground. The water will drain through a small opening, too small to fit through when you're big. Go down the mountain and jump into the nearest Shrinker Pipe. Now that you're tiny, scale the mountain again and enter the hole at the very top. Wiggler will not be happy to see you; after all, you flooded his house and made everything wet! It's not very tough to beat the big baby, just jump on him three times. Use the C Buttons to adjust the camera angles so you can keep track of Wiggler as he scurries around his lair. It's also best to make sure that you zoom all the way out.

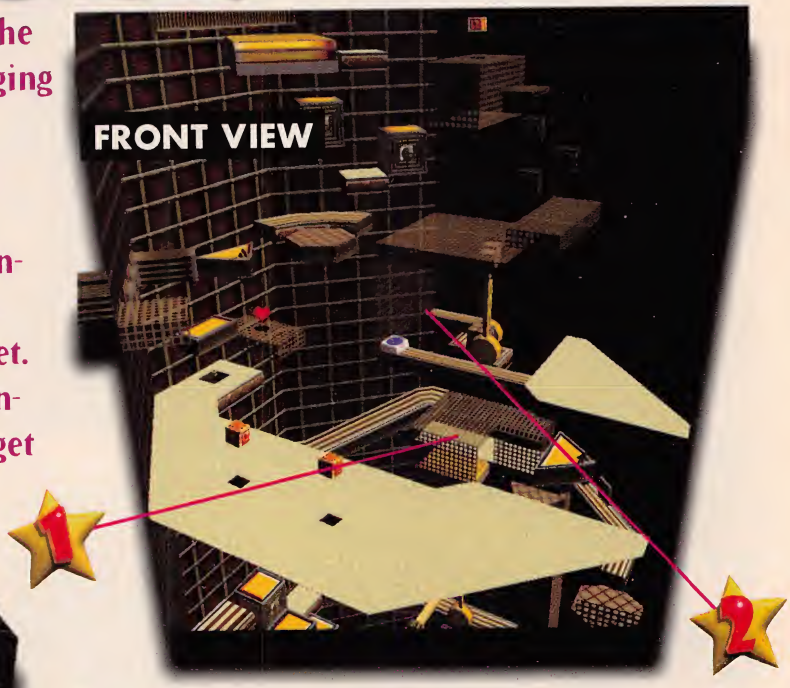


WIGGLER

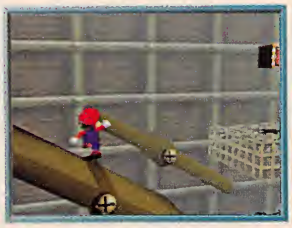
Wiggler is usually a happy-go-lucky caterpillar, but his love of shiny objects made him accept a Power Star from Bowser. Ever since then, he hasn't been himself. It appears that the Power of the Star has turned Wiggler into a grouchy, greedy grub. If you liberate the Power Star from Wiggler, he'll return to his normal, harmless self. Because he loves shiny things, he has collected eight Red Coins in addition to the Power Star. His coin collection is stashed in the basement of his house, which you can see through the wire mesh floor. You'll have to use another entrance to get into the basement.

14 COURSE TICK TOCK CLOCK

The giant clock on the third floor of the castle ticks off the seconds with swinging pendulums, rotating bars, sweeping hands and flipping blocks. Everything seems to be in motion. For Mario, it means that he can't stand around planning his next move. Time waits for no man, unless perhaps he knows a secret. Mario must climb to the top, get a winning hand and stop the clock. Better get moving. Time's awastin'.

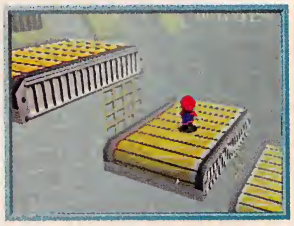


A ROTARY BARS



These rotating platforms slowly revolve. Mario will slip off any platform that tilts too steeply, so the trick is to land on the platforms when they are relatively horizontal. An even better trick is to stop the clockworks altogether. If you do that, all of the platforms will be frozen in horizontal positions.

B CONVEYOR BELTS



The conveyor belt conveys a very real sense of imminent doom. If Mario stands still for too long, he will be carried right off the end. Walk against the direction of the belt's motion and jump up to the next belt. The camera should be behind Mario. A little practice is all you'll need.

C FLIPPING BLOCKS

The cubes flip over at different rates, which are determined by the position of the clock's hands at the moment you jump through the clock's face. The lower the number, the slower the rate of flipping. At slower speeds, the blocks rotate in unison, making it much easier to jump from one block to the next.

D STOPPING TIME

This is the most important tip for Tick Tock Clock. You can stop all the moving parts inside the clock, including pendulums, conveyor belts, rotating bars and flipping blocks, by jumping through the clock's face at the right moment. When the clock's long, minute hand is pointing straight up at the 12, jump through the face. Inside, suddenly all will be peaceful. Four of the clock's six Stars can be reached with time stopped. Just think of it as saving some time. Jumping in at quarter after the hour will make the clockworks move slower than jumping in at quarter to the hour.

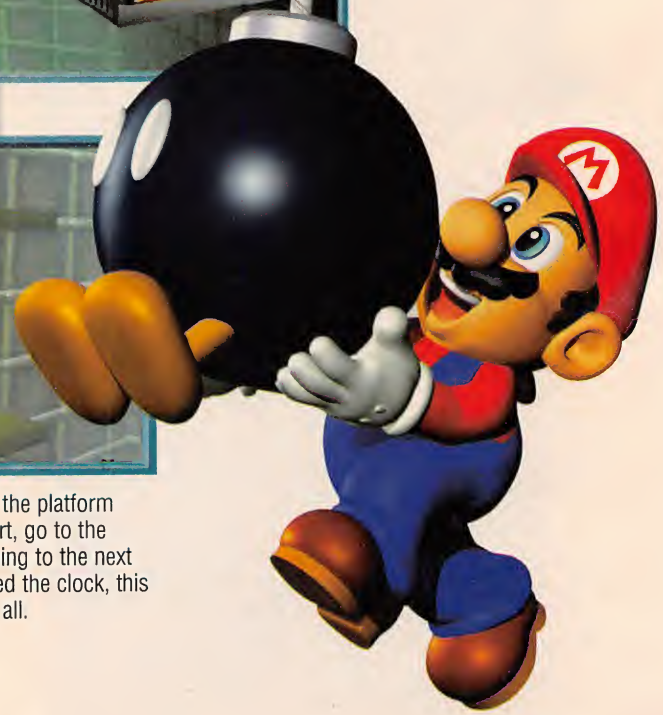
1 ROLL INTO THE CAGE

Your first trip into the clock can be easy or difficult, depending on whether you stop the clock or not. We recommend that you stop the clock. Before you enter the area, wait until the minute hand is on the 12, then jump into the clock's face. Mario should have no trouble making the necessary jumps. Begin by hopping over the gap where the pendulum swings. Go up the steps, over to the conveyor belt, and up to the block. From there, jump across to the walkway, continue up, jump up the three blocks, scurry across the platform with the minute hand to avoid the flame thrower, and use the Backward Somersault to reach the next ledge. Jump from the single hexagonal platform onto the still conveyor belt, then duck into the cage to retrieve the Star.

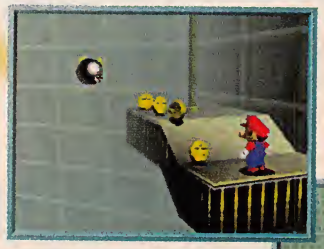
FRONT VIEW

All of these jumps to moving and rotating platforms can be eliminated if you stop the clock. The stationary platforms will give you no trouble.

Mario can take a second route to the platform with the flame thrower. At the start, go to the rotating platforms and keep jumping to the next highest platform. If you've stopped the clock, this procedure won't take any time at all.



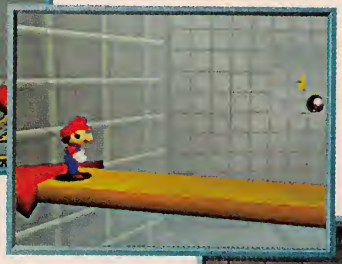
2 THE PIT AND THE PENDULUMS



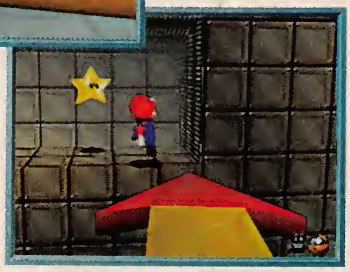
If you've stopped the clock, the pendulums will stop, as well. It couldn't be easier.

The clock tower has no bottom: that's the pits. And the pendulums swing back and forth, threatening to knock Mario into the endless abyss. If you stop the clock, however, you'll have nothing to worry about. Begin from the top of the cage where you found the first Star. You'll have to dodge Amp, shinny up a pole, run past Heave-Ho, and make a Long Jump across to the platform next to the two pendulums. About one quarter of the way out on the walkway, toward the Purple Switch, Mario can jump to a slightly lower walkway. Follow that walkway out to the second Star.

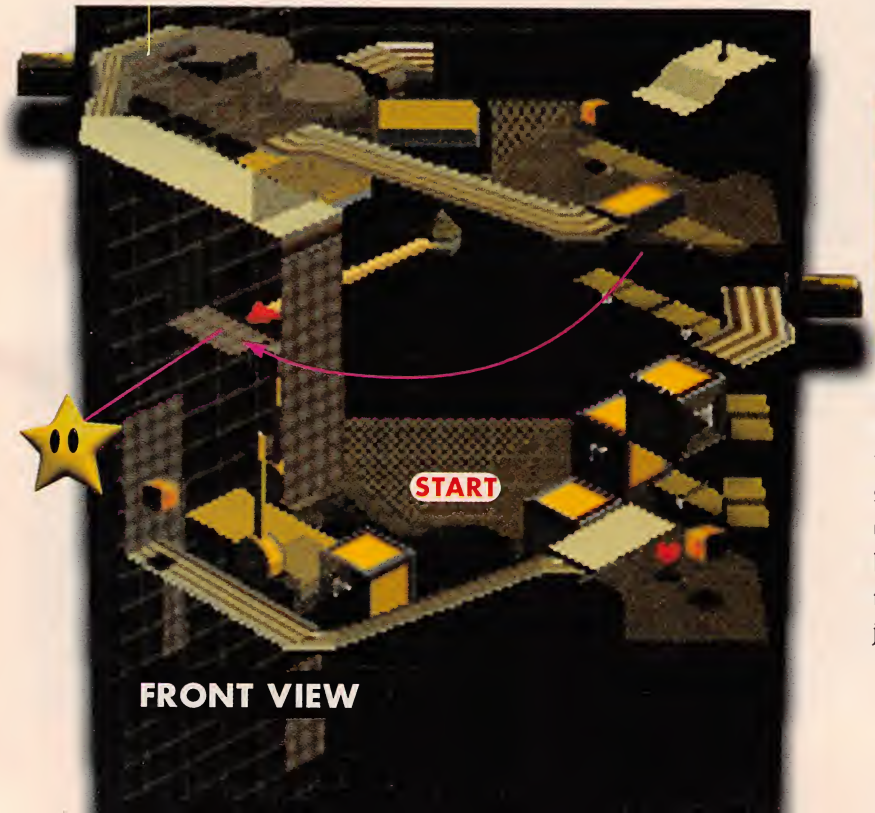
3 GET A HAND



Stand on the arrow as it sweeps around the inside of the clock. When the arrow points at the ledge and the Star, jump to the ledge.

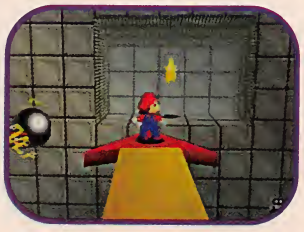


The clock should be running normally for this one. If you jump through the clock's face when the minute hand points to the right at three, the moving blocks will rotate in unison, which should make life a little easier. Jump and climb up to the platform with the flame thrower. Stay at the end farthest from the flame thrower and wait for the slowly moving minute hand. Jump onto the arrow and let it swing out to the Star on the far side of the clock. Make a short jump to the Star's ledge.



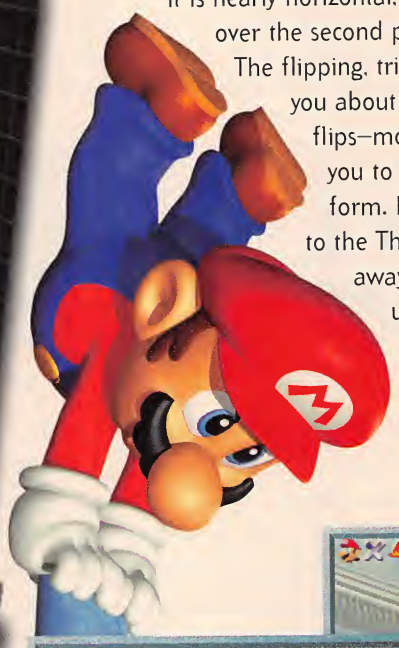
FRONT VIEW

In order to make the jump from the arrow to the ledge with the Star, you should switch to Mario's camera using the R Button on the Controller. The perspective will shift so that you will be looking over Mario's shoulder. Wait until you're lined up with the ledge, then jump to it.



4 STOMP ON THE THWOMP

If you climb and jump and scramble all the way to the top of the clock tower, you'll find an angry Thwomp guarding a Star. Once again, you'll have to enter the clock with all the mechanisms in motion. (Jump in when the minute hand points to the three.) The first new obstacle is the pair of platforms, which rotate in opposite directions. Jump to the first platform when it is nearly horizontal, then jump all the way over the second platform to the walkway. The flipping, triangular blocks ahead give you about five seconds between flips—more than enough time for you to hop up to the next platform. Ride the sweep arm over to the Thwomp's conveyor belt, face away from the Thwomp, and use the Backward Somersault to reach its head. From the head you can jump up to the Star.

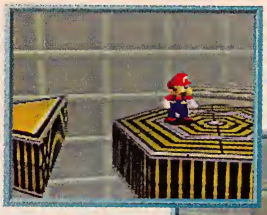


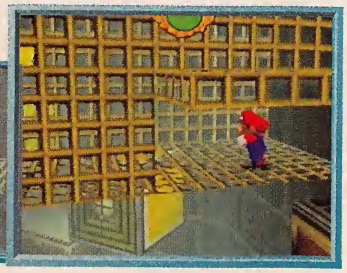
THWOMP

Thwomps are not known for their sense of humor. If you were to say something to a Thwomp, such as, "You're a real chip off the old Thwomp," he'd probably stomp you for the effort. You can ride on their heads safely, however, which is a very useful thing to know. In the case of the Thwomp in the clock, use a Backward Somersault to vault to its head. From there it's an easy hop to the Star.

5 TIMED JUMPS ON MOVING BARS

You can either let the clock run in this course or turn off time. With time stopped, it takes a great wall jump from the yellow elevator platform off the back wall to the rotating, triangular platform. From there, jump to the hexagonal platform and then to the top of the cage. Then it's just an easy series of jumps to reach the interior of the cage. If you attempt this feat with the clock running, the final three bars will be popping in and out of the wall at different times.

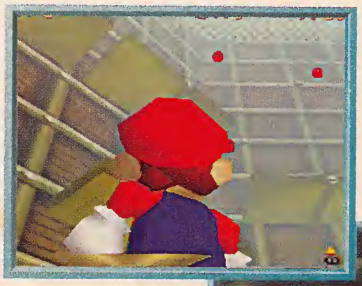




BLIND LEAP

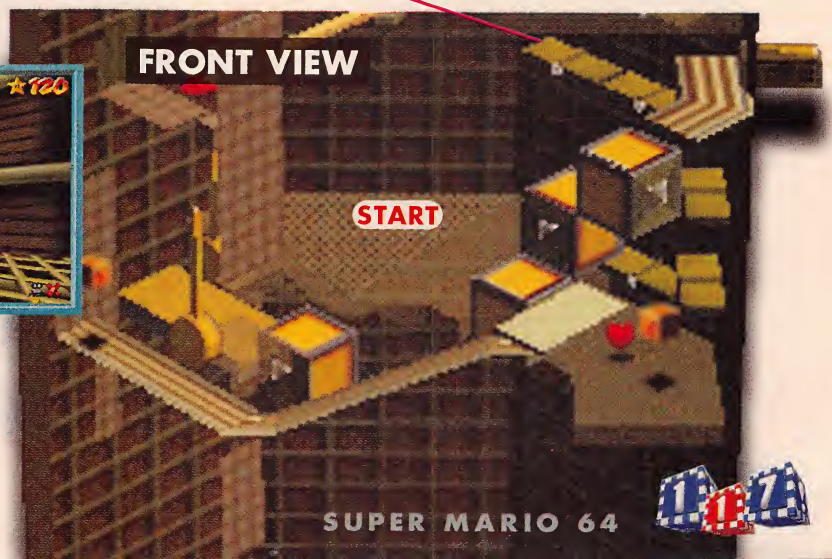
When making the wall jump from the elevator to the triangular platform, you should use one of two camera angles. The side angle from Lakitu's camera shows the platform, but the Mario camera from a distance makes the wall jump easier.

6 STOP TIME FOR RED COINS



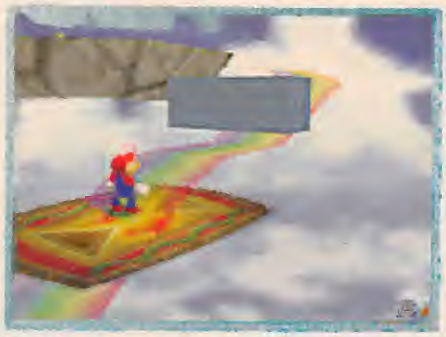
Use Backward Somersaults and regular jumps to climb up the series of platforms and collect the Red Coins.

When is it time to collect the Red Coins in Tick Tock Clock? No time is like the present. The eight Red Coins are positioned above the rotating platforms near the starting point. If you turn off time, collecting the eight coins will be a picnic. If you try to make these jumps with the platforms rotating, you may never reach all of the coins. Turning off the clock is a simple matter of jumping through the face of the clock when the minute hand points at the 12, or very close to it. The Star appears on the highest of the platforms. Even when the platforms aren't rotating, some of the jumps can be tricky if you have the wrong camera angle. Try using Lakitu's camera from the side and at a distance to get the best angle.



15 COURSE RAINBOW RIDE

Somewhere, over the rainbow, Mario flies. Yes, it's a whole new world, and as the final Course in Mario's travels, it is one of the toughest. The entire course is made up of perilous platforms suspended in midair with nothing below them. Watch out for the evil Lakitu, high winds, and numerous obstacles that will knock you off your magic carpet!

A TIP THE BALANCE

There are two blue seesaws in this part of the course that can be tricky. You need to tilt them enough in one direction so that you can reach a platform above without tilting them so much you slide off. It's a delicate balance, but you've worked with these kinds of platforms before so it should be a piece of cake by now. Watch out for the wooden blocks near the seesaws, since they will fall soon after you stand on them.